

PC & Mac Games • Multimedia • CD-ROM • Online



Electronic Entertainment

THE #1 INTERACTIVE ENTERTAINMENT MAGAZINE



Full Throttle

Sneak Preview!

**The Sequel to
Under A Killing Moon**

**11 WAYS TO
Make Your Own Game!**

Flight Sim Faceoff!

Flight Unlimited vs MS Flight Sim 5.1

An IDG Communications Publication

July 1995

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Plus: Laurie Anderson's
Puppet Motel, Discworld, Brett
Hull Hockey '95, and 51 More



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PC Gamer magazine described FX Fighter as "ground-breaking." And we're grateful. But to be honest, with all that power sitting on the desktop, we just felt that the last thing the world needed was another damn word-processor.

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Up close and personal with a fast-talking lizard, chronicling a CD-ROM romance, and insurance policies for your favorite games.

On the cover: Full Throttle accelerates into a full-bore biker adventure. Turn to page 57 to hop on our Guided Tour.



ILLUSTRATION COURTESY OF LUCASARTS

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Electronic Entertainment[®]

VOLUME 2, NUMBER 7

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90 PC on the TV

How do you pump up that itty-bitty computer game to fill your 27-inch TV screen? *E2* demystifies the world of scan converters, which let you do just that.

92 S.O.S.

Memory constraints, dual CD-ROM drives, and developer resources.

Game programming gets easier if you have the right tools, page 92.



J u l y

1 9 9 5



Fredric Paul

Creativity Rules


When my father turned 70 earlier this year, the whole family got together and bought him a computer. Although he'd never really used one before, he is already having a great time with his new toy.

The machine came bundled with a large selection of games and multimedia titles, but Dad's never played a single one. Instead, he's hooked on Photoshop and Illustrator—happily creating drawings, modifying photos, and exploring the creative possibilities.

That's the thing about computer-based entertainment: It can adapt to your interests. Dedicated gaming machines have their appeal, but they offer a passive sort of interactivity. You play the games available for that platform, according to rules set by the developers.

Computer fun can have a broader focus, making it possible to develop your own entertainment. Beyond the games are dozens of art packages and multimedia production programs, plus a growing number of tools to help you create your own computer games. As Shane Mooney points out in "Roll Your Own Games" on page 45, designing and building your own game can be just as much fun as playing with someone else's creation. Pride of ownership can more than make up for the lack of full-motion video and Hollywood actors. And if your game is really good, you can use the shareware market to make it available to gamers around the world. Now, wouldn't that kind of success be even more satisfying than making it through all the levels of Doom II or finding the secrets at the end of Myst?

Your homegrown game probably won't be riddled with hidden product placements or advertisements. But you will find these commercial intrusions in an increasing number of new games. In "It's New! It's Hot! It's Interactive!" (page 50), contributing editor Nancie S. Martin takes a penetrating look at how Madison Avenue is worming its way into the interactive world. Nobody wants their games and multimedia titles infested with blatant merchandise pitches, but what if an ad or two could cut the cost of a new game in half? And how else will companies recoup the big investments they're pouring into their cool World Wide Web sites?

In other news, *Electronic Entertainment* welcomes a trio of new columnists. Technical/games editor Christopher Lindquist—one of *E2*'s founding editors—takes on the role of The Player on page 38, where he tackles rough issues facing gamers. On page 40, senior copy editor—and 'Net surfer extraordinaire—Donald St. John is Wirehead, covering online entertainment and Internet excitement. Finally, senior editor Christine Grech picks up the Multimaniac mantle on page 42, venturing bravely into the multimedia jungle in search of new and unique experiences. 

FP



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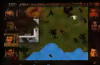
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Letters

Dark Forces Blunder

I recently purchased a copy of LucasArts' *Dark Forces*. I really love the game and spend hours playing it. The graphics are great, and the levels are challenging.

Yet, there is one big negative about *Dark Forces*. It lacks a quality Save Game feature. With all the talent at LucasArts, you would think they would make it possible to save your position when you leave (a mission). The mission automatically saves when you complete it, but what good is that? If I invest an hour in a mission and have to leave the game, I'd like to be able to return where I left off.

I hope that others who purchased the game write LucasArts concerning the matter. This should not happen.

Charles M. Fisher
via fax

Game Freak

I'm a game freak looking for free game stuff, but I can't find any free bulletin board services. Can you guys please give me a list of free BBS numbers to call?

Wayne Huang
Cerritos, CA

On a national basis, check out *The Big List* in *Boardwatch* Magazine, which has tracked the BBS scene for years. Many local computing publications, such as *MicroTimes* in California, also list BBS numbers on a local basis. And a public query to the Internet's various alt.bbs.* Usenet newsgroups wouldn't hurt.

—Ed.

E-mail & No Extras

Is there an online service that allows you to send and receive e-mail and only e-mail? I don't want any of the extra features on America Online, CompuServe, or Prodigy. If such a service exists, what is it called and how much does it cost?

Kris Zabriskie
West Chester, PA

It's possible that a stripped-down service exists near you, such as a free BBS that

includes Internet e-mail (see our reply to "Game Freak" above). Otherwise, the e-mail-only services we know of, like MCI Mail, are as expensive as the more full-featured ones and aimed at business users. Stay with a commercial online service and ignore anything that's not e-mail.

—Ed.

Movies on 3DO?

I have had my 3DO system for a while, and I'm still buying games. I must admit the games are cool as hell. But I heard that 3DO systems can play movies as well—not just the interactive kind, but real movies. Do you have any information about this? If 3DO movies exist, where I can get them?

Finally, I am having trouble with Shock Wave. Please publish some tips to help me. I think this is the hardest game I have ever played.

Joseph M. Darin
Address Not Available

3DO has long promised an MPEG card to let you play Video CD movies.

Unfortunately, the add-on unit has yet to be released by either Goldstar or Panasonic. Goldstar plans to release its MPEG add-on this summer, with Panasonic's to follow. Call Infotainment World Special Products at 415-312-9557 for the November 1994 issue of S.W.A.T.Pro for a two-page guide to Shock Wave.

—Ed.

Comic Creator

In your May issue, I saw an advertisement for R.A. Montgomery's *Comic Creator* (page 29). Do you know where I can find it? Thanks for the help.

Jodi Garrison
Manchester, KY

Look for R.A. Montgomery's *Comic Creator* at any large software chain. Unfortunately, Putnam New Media, the company behind the product, has gone out of business. And

there's no word yet on who—if anyone—will pick up the title. Also take a look at our digital comic book feature, "Computer Comics" (June 1995, page 52).

—Ed.

Whoops

In our April "Great Golf Guide" on page 50, we neglected to mention that we were



Fathom Pictures' *Skins Game at Bighorn*

reviewing a pre-release version of Fathom Pictures' upcoming *Skins Game at Bighorn*. Look for a full review of the final, complete version in an upcoming issue.

In the May Game News, Scouting Report (page 58-59), we inadvertently switched the

images for Synergy Interactive's *Horror Tour* and Sony Imagesoft's *Spawn*. Our May Game On picture caption incorrectly labeled GameTek's *Quarantine* as *Off-World Interceptor*.



Sony Imagesoft's *Spawn*

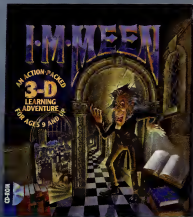


Synergy Interactive's *Horror Tour*

Got something you want to get off your chest? Do it! Write, fax, or e-mail us at: Letters to the Editor, c/o Electronic Entertainment, 951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404; fax: 415-349-7781; Internet address, e2@iflw.com; MCI ID: 619-7340; and CompuServe: 73361,265.

This Substitute Teacher Loves to Play Games...

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AND GOOD FOR YOU."
—Electronic Entertainment



Be Quick...Be Smart...
Beware...

...And with this exciting action-learning game from Simon & Schuster Interactive kids love to learn. I.M. Meen is the first game ever to combine smooth scrolling 360-degree 3-D action with solid educational content. And that's why it's been called "Doom Jr....Good and good for you."

Ignatius Mortimer Meen is an evil genius who hates smart kids and has built a 36-level labyrinth to trap them. Meen's also a writer—and his grammar is atrocious! Battle stone gargoyles, giant spiders, ratmen and other intelligent enemies to locate scrolls of Meen's writing. Correct the grammar, and you'll free the other kids. Then, it's on to the next level. But remember, the further you go, the "Meener" it gets!

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SEGA SEGA

SHARP EDGE

The Return of Interactive Rock

The relative drought in big-name multimedia music releases is about to end with a flood of new discs from now through Christmas.

Many use the new CD+ or similar technology to add multimedia imagery to a regular CD. Listen to these discs in ordinary audio compact disc players or pop them in your computer's CD-ROM drive to reveal pictures, text, and video (see Sharp Edge, March 1995, page 16).

Solve the five-level game in Queensryche's *Promised Land* and get an extra song.



Toad the Wet Sprocket adds multimedia to their smash *Dulcinea*.



The genre's first repeater is **Peter Gabriel**, at work on his second interactive CD (to be published by

Starwave) after 1994's acclaimed *Xplora 1*.

Primus' *Tales From The Punchbowl*, developed by ION (the folks behind *HeadCandy* and David Bowie's *Jump* CD-ROM) for Interscope Records, uses Apple's QuickTime VR to create 360-degree interactive environ-

ments. Also on the shelves is **Promised Land**, a double-CD-ROM from progressive rockers **Queensryche** on the EMI label. The set includes a five-level adventure game; if you win, you get a track recorded especially for the CD-ROM. A third current release, from Philips Media and Island Records, is **doors and windows** from Ireland's **Cranberries**.

Look for **Quest For Fame** from **Aerosmith** on Geffen Records, while Sony Records is reading CD+ versions of **Bob Dylan's Greatest Hits 3**, **Toad the Wet Sprocket's Dulcinea**, **Mariah Carey's Merry Christmas**, and **Alice In Chains' Jar of Flies**. Also, American Records plans early fall efforts from **Love And Rockets**, **Skinny Puppy**, and **Swell**.

From Reprise, expect **The Songs Of Distant Earth**, a Mac CD-ROM from **Mike Oldfield** (remember *Tubular Bells*?) with visuals modeled on the Arthur C. Clarke science-fiction novel. Australia's blistering Oz rockers **Midnight Oil** will have an interactive title shortly, as will the sultry **Divinyls**.

Long-term, keep an eye peeled for a CD-ROM of the **Rolling Stones' Voodoo Lounge** and multimedia CDs from pop wavers **Squeeze**, Swedish singles smash **Ace Of Base**, and alternative heroes **Stone Temple Pilots**.

—Donald St. John

Movie Shootout

Microsoft's popular Cinemania disc has long ruled the CD-ROM movie-guide roost, but two new discs threaten to unseat the current champion.

Creative Multimedia teams up with the video-store giant Blockbuster to develop the **Blockbuster Video Guide to Movies and Videos**, a Windows CD-ROM chock full of information on more than 21,000 feature films, direct-to-video releases, and made-for-television movies. Updates will be available via a toll-free online service. A Mac version will be available in November. (Creative Multimedia; 800-262-7668; \$29.99)

The other contender is Corel's **All-Movie Guide for Windows and Macintosh**. Corel's compendium covers an astounding 90,000 movies, as well as providing info on some 180,000 movie-industry people. The effective hyperlink system lets you jump among the various listings. You'll find video clips, a trivia game, and a click-to-buy service that links you via modem to CDNow's online bulletin board to order the movies you want. (Corel; 800-772-6735; \$69.95)

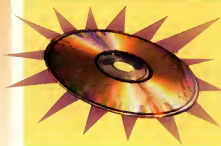
—Donald St. John

Blockbuster Video Guide to Movies and Videos

Platform: Win CD
Available: Summer

Corel All-Movie Guide
Platform: Win/Mac CD
Available: Now

The Exploding Consumer CD-ROM Market



- CD-ROM drives installed worldwide in 1994: 26.9 million
- Forecast installed base in 1995: 49.5 million (up 84%)
- Consumer market titles sold in 1994: 91.8 million
- Forecast sales in 1995: 206 million (up 124%)

Source: The Optical Publishing Industry annual statistical study of the worldwide CD-ROM industry (7th Edition). Published by InfoTech of Woodstock, VT.

B.D. For V.P.

Brace yourself—the 1996 election's almost upon us. In this corner, the reigning champion, Bill Clinton. In the challenger's corner, you.



The Doonesbury Election Game puts you in the campaign hot seat.

But don't worry: With **The Doonesbury Election Game**, you can choose your campaign staff from the characters in the Doonesbury

comic strip. Have Zonker manage your road trips; ask Boopsie and Hunk-Ra for celebrity endorsements; let super-agent Sid broker deals with special-interest groups; or even put scheming Duke in charge of campaign finances. That should keep things interesting through Super Tuesday.

Fans will also want **Flashbacks: 25 Years of Doonesbury**, a CD-based walk down memory lane. The disc compiles all the strips published during the last quarter-century, beginning with Mike's arrival as a Yale frosh. (Mindscape; 415-883-3000; not yet priced)

—Howard Baldwin

Format: Win CD
Available: Fall

Don't Try This at Home

Serial killers are hot. Jeffrey Dahmer made prime-time TV. Oliver Stone made *Natural Born Killers*. And Media Multimedia's new *Mind of a Killer* makes this morbid fascination interactive.

Hosted by Robert Ressler, a leading authority on serial-killer psychology, the Windows CD-ROM probes the psyches of 15 convicted mass murderers. You'll find 3-D animations that recreate the crime scenes, excerpts from the killers' diaries, 250 revealing photographs, an interactive map of serial killer sites around the world, and 60 minutes of video interviews with criminologists and killers. (Media Multimedia; 800-788-3866; street price \$39.95)

—Ann M. Marcus



John Wayne Gacy, Jr. wasn't clownin' around.

CyberHOT

Travel Time

CyberHOT

So, it's summertime and you've got the itch to travel. The Internet's World Wide Web can help you decide where to go and what to avoid. Some sites are mini-vacations in themselves, while others seem so weird you'll think you're on a different kind of trip.

Get your digital kicks on **Route 66**—take a stop-by-stop tour from Chicago to L.A. (<http://www.cs.kuleuven.ac.be/~swa/route66/main.html>).

If you want the underground skinny on **The Windy City**, visit biancaTroll Productions' guide at <http://bianca.com/chicago/index.html>.

New York's got swanky nightclubs, bohemian bookstores, and colorful tattoo parlors. The Net-Person's Guide to the funky side of the Big Apple can be found at gopher://quartz.rutgers.edu/11/nyc.

For a truly hip trip, take in Philip Greenspun's images of the industrial landscapes of **Berlin** or the Gothic architecture of **Prague** at <http://www.swiss.ai.mit.edu/~philip/berlin-prague/bookcover.html>.

If you're looking for enlightenment, **Bill's Lighthouse** Getaway offers soothing images of lighthouses on both coasts. Perfect for peaceful contemplation. Go to <http://gopher.lib.utk.edu/70/lights.html>.

Two other excellent sources of vacation information are **The GNN Travel Center** at <http://neaznet.gnn.com/gnn/meta/travel/> and the University of Manitoba's ftp site at <ftp://ftp.cc.umanitoba.ca/rec-travel/>.

Club Med is to vacations what Velveeta is to cheese. The Club Med folks have a handy guide to processed fun waiting for you at <http://www.clubmed.com>.

Ah, **Des Moines**. Check out this often overlooked and underrated vacation spot at <http://www.dsminet.com/>.

Milan may be one of the world's great fashion centers, but you'd never know it from the totally square Windows On Italy page at <http://www.mi.car.it/WOI/deagosti/regions/breadofregions/lombard2.html#Milan>.

Perhaps to encourage tourism, the **Singapore Online Guide** fails to mention the country's over-enthusiastic bans on chewing gum and graffiti!...Whack! Ouch! (<http://www.ncb.gov.sg/sog/sog.html>).

Want to save some tire tread? You can enjoy a look at all of **Nebraska's historical site markers**. They're available without braking from gopher://UNLVM.UNL.EDU/71/01/nebrav/travel/markers1.memo.

And no vacation itinerary would be complete without a trip to good ol' **Branson, Missouri**, the up-and-coming country-and-western capital of the world. Visit <http://digimark.net/branson/bransonet.html> for the exact dates of Ray Stevens' and Glen Campbell's next gigs. Y'all come back now, y'hear.

—Compiled by Donald St. John

SHARP
EDGEnews
FLASH

For the first time, you'll be able to keep immediate tabs on the Olympics online. The Atlanta Committee for the Olympic Games has established a Web site at <http://www.atlanta.olympic.org> that will make available schedule, ticket, and accommodation information for the **1996 Summer Olympics**. Once the games are underway, the committee plans to download results directly from finish lines so Web surfers around the world can get results as fast as their modems will allow.

■ If the national leaders who attended last February's **G7 Global Information Infrastructure** conference in Belgium have their way, you'll soon have access to electronic multimedia libraries, museums, galleries, and a whole lot more from all over the world. But you can bet on one thing: It's gonna cost you.

Deregulation of the seven richest nations' telephone, television, and cable systems could get you an **online interactive tour of the Vatican library or of France's great museums**. But less government involvement means the need for more financial support from business. And those costs usually get passed on to the consumer. Plans may be underway that will affix a charge to every online transaction.

In addition, some nations at the conference worried that opening their markets to outside entertainment and programming influences would erode their own cultural uniqueness. But **Vice Presi-**

continued on page 14



William Shatner may forever be thought of as *Star Trek's* Captain James T. Kirk. And Shatner's making the most of those strong outer space and science fiction associations. Marvel Comics did a comic book treatment of his sci-fi thriller *TekWar*, which spawned the idea for the USA Network television series. Now Shatner will rework his futuristic themes into a CD-ROM game, also called *TekWar*, which will be published by Intracorp and should hit stores by Christmas. *Electronic Entertainment's* Donald St. John recently spoke with Shatner about his ambitious endeavors.

Electronic Entertainment: How did you come to do the *TekWar* game?

William Shatner: CD-ROM is the wave of the entertainment future. People are scrambling to get into the games and are updating their equipment all the time. Although I hadn't played games, I knew from research I'd done that the *TekWar* TV show would make a great game. Universal agreed and hooked me up with Intracorp.

E2: Does the CD-ROM adhere strictly to the books?

WS: The books are set 300 years from now, like *Star Trek* was. When we did the comic books, they became the storyboards for the TV show.

E2: God forbid.

WS: (laughs)...and I probably will. And it's the same with the game design and story lines.

E2: Will you do other projects along these lines?

WS: I see CD-ROM as a way to express myself. I'm hopeful that I'll be able to bring a full range of game ideas to Intracorp: arcade games, puzzle games, and teaching games.

E2: What about an online component for any of this?

WS: I was on Prodigy at the advent of the *TekWar* TV show and was amazed. I realized that I was talking to a vast audience as if they were in the room. We could get an immediate reaction. It's better than waiting for letters, or Nielsen, or whatever. I

want the same kind of involvement with the game players.

E2: Do you go online yourself?

WS: Well, I was on Prodigy that once, and I will go on again. But the computer? I'm totally computer-ignorant, and fearful. But I *did* just find out where the On switch is.



We decided that to simplify production, we'd set the scenes 50 years out instead of 300. It works perfectly for the television show—we're able to rely on current events for the story ideas. For instance, I can draw from any event of today, like the O.J. Simpson trial...

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SYSTEM CPU RAM PERPH.

SYSTEM Button indicates the available operating environments for a given selection: DOS (for PC), Windows (for PC), Macintosh.

CPU Button indicates the minimum processor required. If a title is available in PC and Macintosh formats, the top half of this button represents PC system requirements and the bottom half represents Macintosh system requirements. Note: Ser=Series, Class=Classic, Pent=Performer. For Mac=LC series includes LC, 475, Performa, 475, Quadra, Centris, Powerbook 180C, IIfx, or better.

RAM Button indicates the minimum amount of RAM required.

PERIPHERALS Button indicates needed peripherals: Mouse, Joystick, Keypad, Pagemer.

For all titles, the minimum system requirements recommended (unless otherwise indicated) are: Hardware: SVGA monitor (256 colors), sound card, ROM hard drive, double speed CD-ROM drive. Operating System: DOS 5.0, Windows 3.1, Macintosh System 7.0.

Leonardo

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MAC	LCIII			

Ruff's Bone

WIN	386	4mb	M	P
MAC	LCIII			

Star Trek Enterprise Technical Manual

WIN	386/33	4mb	M	P
MAC	LCIII			

Magic Carpet

DOS	386	4mb	M	P
MAC	LCIII			

Front Page Sports Baseball

DOS	386	4mb	M	P
MAC	LCIII			

An Interactive Journey with Sharks

WIN	386	4mb	M	P
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MAC	LCIII			

NHL Hockey '95

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MAC	LCIII			

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SHARP
EDGEnews
FLASH

from page 12

dent Al Gore attempted to reassure them that communication is about bridging differences between nations and peoples, not erasing them.

■ The interactive CD-ROM music boom hasn't confined itself to official releases. Respected music industry newsletter *ICE* says that well-known Italian bootleg producer **Kiss The Stone** plans to include a CD-ROM of **Jimmi Hendrix concert performances** as part of a four-CD Hendrix boxed set.

■ Try your hand at digital design. The Voyager Company is collaborating with Interval Research of Palo Alto, Calif., to host the second annual **"New Voices, New Visions"** digital art competition. The organization hopes to attract untapped talent by offering three \$5,000 awards for innovative computer-generated art. Judges include cyberwriter **Bruce Sterling**, photographer **Susan Meiselas**, and writer/director **Jane Wagner**. The deadline for entries is **July 15**. Send e-mail for quick information. (New Voices, New Visions; 415-855-0780; email: info@nmv.org)

■ Everybody's favorite **World Wide Web** search engine has gone commercial. The **Yahoo** site on Stanford University's computers was so immensely popular that Jerry Yang and David Filo, the two Stanford students who started it, had to move it to a new site (<http://www.yahoo.com>); it'll be supported by venture funding and likely by some advertising.

Sound on Demand

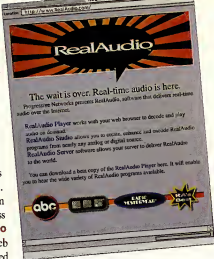
Ever try to download audio samples off the Internet's World Wide Web with a 14.4 Kbps modem? You can do your laundry, roast a turkey, and read *War And Peace* while you're waiting.

Progressive Networks wants to make sound available as soon as you click on a sample's icon or text link. Download their **RealAudio Player** free from <http://www.RealAudio.com/> and use it to instantly access any sound file that's been encoded with the **RealAudio Encoder**. The player works alone or with popular Web browsers like Netscape's Navigator, Spyglass's Enhanced Mosaic, Spy's Internet-In-A-Box, and Microsoft's Mosaic-based browser for the Microsoft Network.

ABC and National Public Radio now place their news programs on the RealAudio Web site. So, if you miss *All Things Considered*, you can click on your favorite story and hear it instantly. Hollywood Online, former MTV personality Adam Curry's On Ramp, and HotWired also plan to incorporate the technology.

Still very low-fi, the real-time audio player isn't up to delivering music samples, but Progressive Networks president Rob Glaser says the company is talking with record companies about possible solutions. (Progressive Networks; 206-447-0567; RealAudio Encoder, about \$100; RealAudio Player, free)

—Donald St. John



RealAudio, right now.

PC Novelties

If you wondered when Whoopee Cushions, plastic barf, and the like would go high tech—they're here.

Say hello to **ScreenToys**, a trio of hardware/software gag-gift combos from Creative Insights. These tasteless novelties marry a Windows screen saver to a plastic toy that activates it.

Latrina' and Her Slim-Filled Toilet, for example, consists of the special software and a small white, plastic commode that hooks to your joystick port. Sick of staring at your PC? Give the handle a flush and watch the screen contents go the way of the Ty-dee Bowl Man—temporarily.

Once the screen saver is up and running, you can use the little toilet, a **TNT Tad** and **His Detonator**, or **Stüch's Knife Switch** to direct the action onscreen. Chances are you'll grow tired of the diversions quickly, but this just may make the perfect gift for that hard-to-buy-for Dilbert-type in your office. (Creative Insights; 800-639-3466; \$39.95 each)

—Christine Grech



Flushibbity!

Platform: Win/Mac
Shipping: June

Having a Bad Day

From the folks who brought you *Freak Show* and *Gingerbread Man*—animator/designer Jim Ludtke and the cult band The Residents—comes **Bad Day on the Midway**. This CD-ROM-noir, developed by Inscape, offers up a complex and unusual interactive story.

Bad Day embeds intrigue and pursuit into the nightmarish multimedia carnival world we first encountered in *Freak Show*. The title introduces more wandering carnies and bystanders who leave behind various clues to their pasts to create a haunting role-playing environment. Zealots of troubled characters, avant-garde music, and Ludtke's animation will thrill to *Bad Day*'s style. (Inscape; 818-569-0583; street price \$50)

—Joel Eros



You may not want to find out what Madame Mandrake knows about the Midway.

Format: Win CD/Mac CD
Release: Fall 1995

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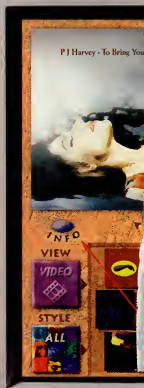
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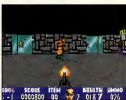
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Leader

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The Doom-extended **DZone** knocks **Doom II** out of first place on the PC Games list.



Wolfenstein-3D bumps **Marathon** out of the No. 2 spot on the Mac chart.

PC GAMES

RANK	TITLE	LAST MONTH	MONTHS ON CHART	E ³ RATING
1	DZone Play more than 900 new Doom levels, build your own episodes, and customize chilling Deathmatches. (WizardWorks; 612-559-5301; DOS CD, \$39.99)	-	1	****
2	Doom II The hair-raising sequel to Doom has more than 30 levels of mayhem, seven new hellish creatures, and a super shotgun for lots of unfriendly fire. (GT Interactive; 800-332-4300; DOS CD, street price \$40-\$50)	1	5	*****
3	Myst Stunning visuals, haunting audio, and intriguing puzzles keep this unique adventure game near the top of the Leader Board. (Brøderbund; 800-521-6263; Win CD, \$55)	2	12	*****
4	SimCity 2000 Build your city of the future with this improved version of the classic urban-simulation game. (Maxis; 800-336-2947; DOS/Windows, \$64.95)	3	14	*****
5	The 7th Guest The ghost of Henry Stauf refuses to go away in this haunting puzzler. (Virgin Interactive Entertainment; 800-874-4607; DOS CD, street price \$70-\$90)	10	18	*****
6	Microsoft Flight Simulator 5.0 Upgraded graphics and new features keep this hugely popular flight sim soaring high. (Microsoft; 800-426-9400; DOS, \$49.95)	7	16	*****
7	NASCAR Racing Buckle yourself into a monster stock car and enjoy the latest in graphics in Paypay's follow-up to IndyCar Racing. (Papirus; 800-836-1829; DOS/DOS CD, street price \$55-\$65)	-	1	****
8	Wing Commander III: Heart of the Tiger Veteran Colonel Christopher Blair, played by Mark Hamill, battles the catlike Kithari once again. (Electronic Arts; 800-245-4925; DOS CD, street price \$60-\$90)	6	3	*****
9	X-Wing Collector's CD Fly six new X-Wing, A-Wing, and B-Wing missions with enhanced flight and ship graphics and new mission briefings. (LucasArts Entertainment; 800-782-7927; DOS CD, \$59.95)	4	3	*****
10	5 ft. 10 Pk. Volume Two The second in a series of bargain-priced CD compilations includes: Sherlock Holmes Consulting Detective and the Home Medical Advisor. (Sirius Publishing; 800-247-0307; DOS CD/Win CD, \$29.95)	8	5	-

CD-ROM TITLES

RANK	TITLE	LAST MONTH	MONTHS ON CHART	E ³ RATING
1	Myst Stunning visuals, haunting audio, and intriguing puzzles keep this adventure game at the top of the CD-ROM Titles' list. (Brøderbund; 800-521-6263; Win CD/Mac CD, \$55)	2	13	*****
2	DZone Play more than 900 new Doom levels, build your own episodes, and customize chilling Deathmatches. (WizardWorks; 612-559-5301; DOS CD, \$39.99)	-	1	****
3	Doom II The hair-raising sequel to Doom has more than 30 levels of mayhem, seven new hellish creatures, and a super shotgun for lots of unfriendly fire. (GT Interactive; 800-332-4300; DOS CD, street price \$40-\$50)	1	5	*****
4	Turbo Tax Multimedia Intuit's digital remedy for your tax woes busts onto the Leader Board. (Intuit; 800-964-1040; Win CD, street price \$35-\$40)	-	1	-
5	Disney's Animated Storybook: The Lion King Let your kids revisit Simba the lion and friends in the interactive storybook based on Disney's animated hit. (Disney Interactive; 800-688-1520; Win CD, street price \$30)	4	4	***
6	Quicken CD-ROM Deluxe The extremely popular home finance program for managing your money moves to CD-ROM. (Intuit; 800-624-9060; Win CD, \$49.95)	3	4	-
7	The Print Shop Deluxe CD Ensemble Five easy-to-use desktop publishing applications bundled on one disc. (Brøderbund; 800-521-6263; Win CD/Mac CD, \$80)	5	9	-
8	Aladdin Activity Center A collection of games, puzzles, and art activities based on Disney's Aladdin. (Disney Interactive; 800-668-1520; Win CD/Mac CD, street price \$30)	10	3	***
9	The 7th Guest The ghost of Henry Stauf refuses to go away in this haunting puzzler. (Virgin Interactive Entertainment; 800-874-4607; DOS CD/Mac CD/3DO, street price \$70-\$90)	-	17	*****
10	Microsoft Encarta Experience the world through videos, audio clips, animation, and text in this high-tech encyclopedia. (Microsoft; 800-426-9400; Win CD/Mac CD, \$99.95)	7	16	****

MAC GAMES

RANK	TITLE	LAST MONTH	MONTHS ON CHART	E ³ RATING
1	Myst Stunning visuals, haunting audio, and intriguing puzzles keep this unique adventure game at the top of the Mac Games' list. (Brøderbund; 800-521-6263; Mac CD, \$55)	1	16	*****
2	Wolfenstein-3D An improved version of Apogee and id's original precursor to Doom, featuring better graphics and more mazes and weapons than the PC game. (Interplay; 800-969-4263; Mac, \$39.95)	3	2	****
3	Marathon The first high-quality Doom-like game for the Mac. The Marathon has been invaded by murderous aliens; eliminate them and save your comrades. (Bungie; 312-563-6200; Mac, street price \$59-\$45)	2	2	*****
4	SimCity 2000 Build your city of the future with this improved version of the classic urban simulation game. (Maxis; 800-336-2947; Mac, \$54.95)	4	16	*****
5	Rebel Assault Intense 3-D graphics and furious action highlight this Star Wars action/adventure. (LucasArts Entertainment; 800-782-7927; Mac CD, \$49.95)	-	6	****

The Leader Board is a compilation of top-selling software in 1,300 retail stores for February 1995. Some titles may appear in more than one category. Source: PC Data.

ONE SMALL STEP FOR MAN, ONE BALD LEAP FOR MANKIND!

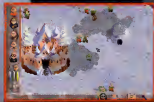
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ROM
&
RIDE



PC CD-ROM

Philips Media

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Spotlight

75MHZ PENTIUM AND 4X CD-ROM DRIVE

The Right Combination

Buying a multimedia computer can be a balancing act. You weigh each configuration's benefits against its constantly changing costs. Right now, the sweet spot in the market seems to be machines powered by a 75MHz Pentium and equipped with a quad-speed CD-ROM drive.

That combination makes the **AST Advantage! Adventure 8075**

minitower a fine choice for today's most demanding applications. Shipped with 8MB of RAM and a 1GB hard drive, there's plenty of muscle to support the Pentium. In addition to the 4X CD-ROM drive (from Sony, Mitsumi, or Toshiba), multimedia sound is handled by a 16-bit Creative Labs sound card, a microphone on a stick, and a set of powered speakers. The

32-bit local bus graphics (with a full megabyte of dedicated memory) runs through a 15-inch ASTVision 5L Super VGA monitor for resolutions up to 1024-by-768 with 256 colors. The pieces work together to play even demanding video-based games and multimedia titles as smooth as butter.

The bundled software boasts some 30 titles, from the AST Works! Windows shell to a

Microsoft package that includes DOS 6.22, Windows 3.11, and Microsoft's Works, Encarta, Golf, Cinemania, and Entertainment Pak. You also get Lotus Organizer and Intuit's Quicken financial software, the latter of which may soon be owned by Microsoft, too.

Communications is another strong point. The built-in 14.4Kbps fax modem has telephony and full-duplex speakerphone capabilities. You also get pre-installed software for Prodigy, America Online, CompuServe, and the Imagination Network, as well as Delrina's WinFax Lite.

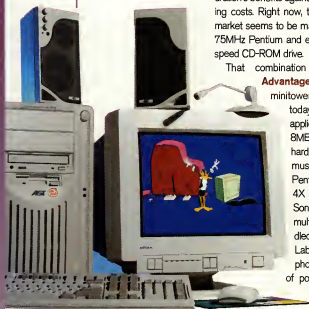
Expansion is easy, with a pair of 32-bit PCI slots and five 16-bit slots. There's a QuickStart poster for easy setup and even an AST mousepad. It's all protected with built-in animated help, 24-hours-a-day technical support, and a 3-year warranty, including a year of on-site repairs.

About the only shortcomings are the QuickShot-built speakers. They're relatively big, but they sound small, weak, and tinny. If you wanted to upgrade the system, adding more RAM and better speakers would be the way to go. On the other hand, if you want to trim a few bucks off the \$2,600 price tag, you can get a 60MHz desktop version for \$400 less. (AST; 800-876-4278; street price \$2,199, plus \$400 for the monitor)

—Fredric Paul

Platform: PC

Rating: ★ ★ ★ ★



The AST Advantage! Adventure 8075 hits the sweet spot of the PC market.

Gender Unbender

Do you seem to always say the wrong thing to your mate? Surprisingly, your computer may be able to help. New-age author John Grey has turned his best-selling book into *Men are from Mars, Women are from Venus, The Interactive Workshops*. Stepping through the CD-ROM's gender-based exercises helps clueless couples recognize patterns in their relationships and learn to avoid unnecessary conflicts. The disc also includes videos of "success stories" of five couples who have improved their communication, the entire text of the book, and examples of how pop culture often brushes off this important topic. Some truths may hit home, but Grey's delivery can become cloying, and his theories don't address squabbles in same-sex relationships. (HarperCollins Interactive; 212-207-7000; \$49.95)

—Joy J. Ma

Platform: Win CD/Mac CD

Rating: ★ ★ ★



John Grey thinks couples often lose some thing in the Martian/Venusian translation.

Anderson Wonderland

Skating away on thin ice.

Exploring Laurie Anderson's **Puppet Motel** on your Macintosh resembles falling through some strange digital looking glass. Like a modern-day Lewis Carroll, Anderson's verbal and musical meanderings turn the world on its head.

For her first foray into interactive CD-ROM, the high-tech performance artist mixes more than an hour of brand-new music with elements from her latest live multimedia show, *Stories From The Nerve Bible*, as well as compositions from her 1994 album *Bright Red*. Bits of her older material also make a showing. A savory stew, but navigating it can be rather tricky.

You explore the Puppet Motel through The Hallway of Time—a long corridor flanked by red girders. Click on such items as rolling clock faces, tumbling cubes, a tiny window with billowing curtains, or an assortment of other cavorting icons to enter 33 different multimedia environments. If you get lost, select the ubiquitous—but elusive—howling electrical plug to return to the Hallway of Time.

Each room—the Breakfast-Table Room, the Attic, the Aquarium, the Psychiatrist's Room, the Anchoic Chamber, and so on—holds a fascinating grab bag of interactive curios. The Ice Rink, for example, turns the cursor into a skate that emits the distinctive sound of a blade carving the ice beneath a swirling nebula; a cryptic poem eventually appears under the ice. The Music Room lets you play unusual virtual instruments such as the Tape Head Violin, which places an audio play-back head where the strings might have been. Click and drag a pair of audio-tape bows to hear Anderson intone, "Say what you mean," and "Mean what you say." Vary the movements to modify the sound.

The only drawback is the title's Herculean technical requirements. Puppet Motel demands at least 6MB of RAM (12MB for Power Macs), consumes 14MB of hard disk space, and won't really shine without a pair of high-quality external speakers or headphones. But the sounds and sights, often subtle and multidirectional, make the extra equipment worth it.

If you want more, download new movies from Voyager's World Wide Web site (<http://www.voyagerco.com>) without leaving the disc and play them in Puppet Motel's Green Room. If you're looking for something simple and soothing, don't check into the Puppet Motel. But if you enjoy the challenge of abstractica obscura, you'll love this eclectic voyage into Anderson's dark and labyrinthine world. (Voyager; 800-446-2001; \$39.95)

—Ann M. Marcus

Platform: Mac CD (Win CD available this fall)

Rating: ★ ★ ★ ★ ★



"Welcome to the strange world of Puppet Motel."

Uncovering Antarctica

Antarctica is one of the few places on Earth that still keeps secrets. But **Antarctica: The Last Continent**—a new Windows CD-ROM from Cambrix Publishing—helps to uncover some of the South Pole's hidden mysteries.

The CD is full of surprising facts about the stark, icy land mass. It wasn't always so cold there, for instance. Millions of years ago Antarctica was a verdant, subtropical part of a megacontinent that included South America, Southern Africa, Australia, New Zealand, and India. Fossils reveal the wide variety of animal species that roamed its once lush terrain. Even now, active volcanoes lie in wait below the three-mile-thick ice cap.

The title's simple interface and search utility make it easy to get



Englishman Robert Scott (left) lost the race to the Pole to Roald Amundsen—and lost his life as well.

around. And dozens of beautiful photographs, sound clips, and maps—as well as the occasional video—are breathtaking. Learn how Scott, Shackleton, Amundsen, and other explorers braved the continent's merciless climate; what wildlife species call Antarctica home; and how the environment is being changed. If you don't know much about our planet's seventh continent, this is a wonderful place to start. (Cambrix Publishing; 800-992-8781; street price \$29)

—Donald St. John

Platform: Win CD

Rating: ★ ★ ★ ★ ★

Spotlight

FAMILY TIES

Making Memories Last

An old Chinese curse threatens, "May you live in interesting times." Delrina's *Echo Lake*—a compelling family title—can help you document those times, detailing and organizing the events and impressions of your life and the lives of your family.

Echo Lake's interface is a log cabin set on a bucolic lakeside. A comfortable den-like room appointed with a desk and bookcase inspires you to relax. The bookcase stores virtual books that hold text and images of each family member's life events and stories. You can add sound, images, and video to the book. To access these options, open up the desk drawers.

Central to the structure of your book of life is a tree trunk. Each ring represents a year, starting from your birth to the present day. Pinpoints in the trunk mark important events by chronology.

To keep your stories private, you can password-protect your book or store certain secrets in the virtual safe. To share your memoirs, you can save your book in a "fun-time" format and send it to family and friends who have a PC (they won't need a copy of *Echo Lake* to run it). (Delrina; 800-734-2330; Win, \$49.95, Win CD, \$59.95) —Joy J. Ma

Platform: Windows/Win CD (Mac version available this fall)

Rating: ★ ★ ★ ★

ThrustMaster Aims Low

The ThrustMaster Flight Control System (FCS), with its extra buttons and handy "hat" switch, has always provided terrific control over games with FCS support. But at almost \$100, it was an expensive toy.

Priced less than \$30, ThrustMaster's *XL Action Controller* changes all that. You get four glow-in-the-dark fire buttons and a four-way "hat" switch that works just like its FCS big brother. Even with its lighter-weight plastic and lower-quality cable and connectors, the XL works just fine with such FCS-compatible games as U.S. Navy Fighters and Descent. The pistol-grip is easy to handle, and the XL's recessed bottom plate is more comfortable on your leg than the FCS's flat bottom. Also, the XL works with ThrustMaster's Weapons Control System.

The XL may not set flight-sim fanatics' blood racing, but it's a good choice for novices looking for an inexpensive way to enhance their gaming. (ThrustMaster; 503-639-3200; street price \$29.95) —Christopher Lindquist



A lower price makes the ThrustMaster XL Action Controller worth a close look.

—Christopher Lindquist

Platform: PC

Rating: ★ ★ ★ ★



Add a little romance to your computer with the BBC's *Romeo & Juliet*.

A Disc By Any Other Name

You probably haven't thought much about *Romeo and Juliet* since high-school English class. If you missed some of the nuances, Attica Cybernetics' *BBC Shakespeare on CD-ROM: Romeo & Juliet* can bring you up to speed on the Montagues and the Capulets.

You get full, annotated text; audio narration from the BBC film production; video clips of key scenes; and interviews with film's actors, directors, and critics, along with a wealth of other information.

Hypertext links provide modern-day translations of mind-bending Shakespearean phrases, insight into themes, and explanations of critical points in the play. A toolbar lets you jump to related information on plot, themes, language, performance, background, and characters.

Unfortunately, narration stops when you click on an annotation, and the text is not fully integrated with the videos. When you watch the video of the famous balcony scene, for example, the text stays frozen on the scene's first page.

Students and scholars will appreciate the disc's depth and the additional information in the separate *Life of Shakespeare* program included on the disc. Casual fans of The Bard may find the presentation a bit stuffy. (Attica Cybernetics; 800-721-2475; \$49)

—Christine Grech

Platform: Win CD

Rating: ★ ★ ★

**HOW ABOUT A BIG 'MECH
WITH AN ORDER TO FRY?**



Spotlight

THE FIRST 200 YEARS

The Great Race

Being president of the United States is no easy job. The trials of attaining—and keeping—the highest office in America are detailed in **Campaigns, Candidates and the Presidency**, a new CD-ROM from Compton's NewMedia.

This ambitious title covers nearly all the American campaigns—from the first race between John Adams and Thomas Jefferson in 1796 through Michael Dukakis' ill-fated 1988 tank ride. It does a fairly good job of summing up each president's accomplishments and the major historical events of his time complete with video and sound bites. Where film and video material is unavailable (for pre-20th century presidents), the disc offers commentary from such noted historians as Arthur Schlesinger, Jr.

Campaigns' easy-to-master interface makes it a breeze to get around. Another treat is the title's ingenious trivia game: You play as a member of one of the two major parties competing for electoral college delegates. Campaigns, Candidates and the Presidency falters only in its occasional sweeping, judgmental pronouncements. Democrats are sure to take umbrage at the title's evaluation of how Americans perceived George McGovern's 1972 presidential bid, for example. The best way to enjoy this informative CD is to take the rhetoric with a grain of salt. (Compton's NewMedia; 800-862-2206; \$39.95)

Platform: Win CD **Rating:** ★ ★ ★



This collage contains clickable items highlighting Franklin D. Roosevelt's presidency.



"I am not a crook."

—Donald St. John

Close But No Cigar



Much a-boom about nothing.

plastic satellite speakers just don't hold up their end of the deal. The extra bass provides an initial thrill that fades quickly when the sound becomes muddy and distorted as you pump up the volume. At the high end, the speakers produce little body or definition.

PHOTOGRAPH BY WENDY S. CLARK

Priced just less than \$180, the SB-8 can't match the sound quality you'll find in comparably priced subwoofer systems from Cambridge SoundWorks, Acoustic Research, and Altec Lansing. (Labtec; 360-896-2000; \$179.99)

—Ann M. Marcus

Platform: PC/Mac
Rating: ★ ★



You Devil, you.

Toona on Wry

Relive those Froot Loop-filled Saturday mornings with Berkeley Systems' new Looney Tunes Screen Saver. Laugh along with the 12 fully animated After Dark-compatible modules that come complete with musical scores. Thrill to the antics of the Tasmanian Devil, Elmer Fudd, Pepe LePew, Daffy Duck, Marvin the Martian, Road Runner, Wile E. Coyote, and, of course, the immortal Bugs Bunny. (Berkeley Systems; 510-540-5535; \$29.99)

—Suzanne Frear

Platform: Windows/Mac
Rating: ★ ★ ★

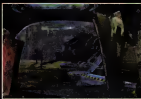
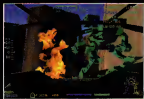
I looked for a moment as if Labtec had finally figured out PC audio; its new three-piece **SB-8** subwoofer speaker system appears quite impressive. However, although the extra box does add a mask of boom, the tinny-sounding,



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Spotlight

SMALL BANDS, BIG SOUND

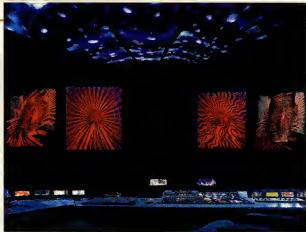
Uptempo Interactive

The interactive music scene is finally picking up momentum. Although only a few big-name performers—Peter Dinklage, Todd Rundgren, Bob Dylan, the former Prince—have produced multimedia titles so far, that's about to change (see Sharp Edge, page 10). In the meantime, smaller players are taking up the enhanced CD-ROM gauntlet in both the overseas markets and here at home.

"frEQuency," a tasty single from the UK band modified, claims to be the first CD-ROM-only release. It sports a rippling techno groove laid over a console interface that lets you change the data stream flashing onscreen. Project this one on the wall at your next rave. (modified; 01-225-446990)

Meanwhile, our mates Down Under have released **Born** from new-wavers Boom Crash Opera, and the disco girl-group g4 gives up "**Sooner Or Later**" (a cover of the Grass Roots' classic). R&B sicksters **Kulcha** serve up an eponymous album. All three contain

modified's console interface lets you select a rapid stream of data ranging from random words to pictures.



videos and band interviews that you access through easy interfaces. In what has to be a first, Kulcha also includes the shareware version of Doom on its disc. (Pacific Advanced Media; 61-2-212-6677)

On the domestic front, a series of releases under the Subharmonic label promise true interactivity. Death Cube K's **Dreamatorium**, Cypher 7's **Decoder**, and **Psychonavigation** by Bill Laswell/Pete Namlook have two things in common: Laswell, a New York free-jazz bassist who's worked with bands from the Rolling Stones to the Golden Palominos, and an included fractal generator that you can adjust while the music plays. The color fractals go well with the music, which ranges from dreamy ambience to atonal noise, and there's even an explanation of the esoteric math that generates fractals. (Subharmonic; 212-675-7168; \$14.98 each)

—Donald St. John

frEQuency

Platform: Mac CD

Rating: ★ ★ ★ ★

Born

Platform: Win/Mac CD

Rating: ★ ★ ★

Sooner or Later

Platform: Win/Mac CD

Rating: ★

Kulcha

Platform: OOS CD

Rating: ★ ★

Dreamatorium, Decoder, Psychonavigation

Platform: OOS CD

Rating: ★ ★ ★

History Repeated

How did an indecisive English general make it possible for a ragtag army of patriots to win the War of Independence? How was LBJ's dream of "The Great Society" derailed by Ho Chi Minh? You can find the answers to these historical questions and many more fascinating stories in **Compton's Encyclopedia of American History**.

This extensive digital tome, based on historian Alan Brinkley's insightful work *American History: A Survey* and incorporating the history portion of Compton's Interactive Encyclopedia, documents America from its birth to the present.

From the Main Screen, click one of the program's 29 historical periods. A vertical

bar of icons on the left gives you quick access to the program's features: Contents, Multimedia, Idea Search, Infopilot, Atlas, and a detailed—though not completely intuitive—Timeline.

The Encyclopedia falls a bit short in integrating text with imagery. Icons embedded in the text take you to related documents; unfortunately, clicking on them brings up the new document on top of what you were reading, obscuring the original content. The pictures, maps, and videos are displayed in attractive, resizable windows. But because many of these images were poured in from Compton's Interactive Encyclopedia, they are neither



L.B.J. was sworn in as the nation grieved J.F.K.

well-matched with nor well-integrated into the *American History* text.

Nonetheless, this lucid reference should fascinate students and history buffs. (Compton's NewMedia; 800-862-2206; \$59.95)

—Bill Meyer

Platform: Win CD

Rating: ★ ★ ★

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Spotlight

PUT ON A HAPPY INTERFACE

There's No Place Like Home

Microsoft Bob might be right at home in **Simply Village** from 4Home Productions, the warm and fuzzy division of Computer Associates International.

Looking much like Apple's eWorld online service (or the set of 1960s TV series *The Prisoner*), **Simply Village** overlays Windows and features a truly nifty voice-recognition module from IBM. You start in the Village Square, where Mayor Kurt Seimore waves a chubby hand in your direction. Click on His Honor for a basic explanation of how things work. Areas such as the Arcade, Bank, and Telephone Booth give you access to games, financial applications, and online services. The PowerWorks (the building with the smokestacks) is where you set preferences. The Billboard lets you step quickly through icons to jump to favorite haunts. Built-in IBM Speech Technology lets you perform any action with a simple voice command.

Simply Village also lets you design your own "avatars" to represent you on-screen. Eventually, an e-mail feature will let people log in and communicate with one another through the product. Other environment modules are also on the way.

Simply Village's slightly vacant charm can turn cloying after a while, but it's certainly more pleasant than plain ol' Windows. (4Home Productions; 800-773-5445; \$29.95)

—Donald St. John

Platform: Win CD Rating: ★ ★ ★ ★



Mayor Seimore welcomes you to Simply Village.



Make your own Mask sound track.

S-S-S-S-Smokin' Mirrors

Sure, Jim Carrey was great, but the real stars of *The Mask* were the astounding special effects. So if you're wondering how Carrey blew those heart-shaped smoke rings, here's your chance to peek **Behind the Mask**.

The new PC and Mac disc from New Line Home Video features seven interactive environments that let you experience the work that went into creating the ground-breaking hit. Tour the Special Effects area, read the Interactive Screenplay, and experiment in the Sound Studio. You can view and manipulate assorted photos and storyboards, listen to 60 audio clips, and watch 25 minutes of footage—including 70 never-before-released film clips. You'll also meet the stars and the crew that brought *The Mask* to life. You can even use Carrey's elastic mug as a screen saver or Windows wallpaper.

Of course, there's also promos for all kinds of licensed *Mask* material. (Turner Home Entertainment; 404-827-3066; not yet priced) —Ann M. Marcus

Platform: Win CD/Mac CD Rating: ★ ★ ★ ★

Digital Jiggle

Multimedia men's magazines seem to be all the rage lately, and judging by its obsession with bikinis, **Trouble & Attitude** should fit right in.

Described by its publisher as *Details* on disc, the premiere issue refrains from nudity, but serves up plenty of jiggle, with hard-hitting "exposés" of *Baywatch* and the B-movie schlockmeisters at Troma Films, not to mention a preview of something called "The Bikini Challenge." Other features include music samples, interviews, and the requisite coverage of comic books, cars, and clothes. Eventually, you'll also see ads, and advertisers may even "sponsor" certain stories.

Put together relatively well, the disc augments its grainy quarter-screen videos with decent graphics and plenty of text stuffed into dull, hard-to-read scroll boxes. Interactivity is limited to clicking on the section you want to view next.

Few readers are likely to make it all the way through the 14,000-word almanac of spy agencies around the world, but the swimsuit babes will no doubt get a workout. (Marinex Multimedia; 212-334-6700; \$9.95)

—Fredric Paul

Platform: Mac/Win CD Rating: ★ ★ ★



Trouble & Attitude makes hay with such camp classics as *Maniac Nurses Find Ecstasy*.

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*Requires optional digital video module.

Spotlight

THIS WON'T HURT A BIT

Playing Digital Doctor

Medicine doesn't have to be a mystery. A pair of new anatomy and medical CD-ROM titles help demystify the human body and the medical profession.

Mindscape's **How Your Body Works** embeds its anatomical and medical reference information in an amusing interface. Geared to appeal to a broad range of ages, the disc turns you loose in an unoccupied medical lab full of books, test tubes, a VCR, and even a transparent body that provides tours of the 12 anatomical systems. Learn about various disorders and get advice on treating or preventing them. Videos with wellness advice are a nice touch, as is the kids' scavenger hunt.

Unfortunately, poor integration hampers exploration. There are no hot links to carry you from one section to another, and searches are limited to a predefined list. *How Your Body Works* is an interesting place to explore, but it's too disjointed to be a useful reference. (Mindscape; 800-234-3088; \$49.95)

If you'd rather bring medical information to life, load up IBM Multimedia Publishing Studio's involving **Emergency Room** CD-ROM.

Emergency Room puts you behind the stethoscope.

As the newest med student at Legacy Memorial, you face a waiting room full of anxious patients. Determine who's critical, test and X-ray where appropriate, and then prescribe treatment. Work your way up through the ranks, but be thorough: Losing a patient could cost you your license to practice virtual medicine.

You'll get help from the colorful staff, but don't expect the disc to move at the pace of TV's (unrelated) *ER*. Instead, you'll find yourself repeating the same basic procedures several times and shuffling between your patient and the vital medical information that is stored in the library and the waiting room.

Emergency Room offers a fun and unique way to play digital doctor—not a compendium of medical information. At almost \$70, it's too bad Blue Cross doesn't cover it. (IBM Multimedia Studio; 800-426-7235; \$69.95)

—Christine Grech

How Your Body Works

Platform: Win CD/Mac CD

Rating: ★ ★ ★

Emergency Room

Platform: DOS CD

Rating: ★ ★ ★

Welcome to the Slaughterhouse

Kurt Vonnegut's **Slaughterhouse-Five** moves to CD-ROM, but gains little in the translation. The disc presents the book's text about the time-distorted, war-torn life of Billy Pilgrim in silly, stylized little boxes. It takes only minimal advantage of



Vonnegut reminisces about war and words.

multimedia through scant animations, rough drawings, and a badly edited set of video clips of Vonnegut discussing the book and his own experience in World War II. The title's Random feature, which throws useless fragments of text and imagery at

you, is merely a cheap attempt to create a multimedia experience.

Reading text on a screen is no way to enjoy a good book, and the hack-job video is valuable only because Vonnegut is a compelling personality in his own iconoclastic way. (Time Warner Interactive; 800-482-3766; \$49.95)

—Ann M. Marcus

Platform: Win CD

Rating: ★ ★



How Your Body Works takes you on a tour of the body's 12 systems.

And Baby Makes Three...

For first-time parents, having a baby can be both awe-inspiring and terrifying. If you already have little ones, explaining conception and birth poses a serious challenge. Either way, A.D.A.M. Software's **The Nine Month Miracle** can help.

The interactive title features video, dramatic photography by Lennart Nilsson (whose images of fetuses appeared in *A Child Is Born*), and anatomical displays of both the male and female body. It addresses adult questions about nutrition, emotional changes, risks, and other concerns with a humorous, chatty, yet thorough approach.

Children can answer their own questions in an interactive area called "Emily's New Sister." Stories and games for kids ages 3 to 9 explain what's happening inside Mom as a new sibling develops.

Parents can set the program to conform to their own sensibilities—covering sensitive areas with fig leaves and omitting the explanation of conception. (A.D.A.M. Software; 800-408-2326; street price \$39.95) —Ann M. Marcus

A.D.A.M.'s interactive baby at 8 months.



Platform: Win CD/Mac CD

Rating: ★ ★ ★ ★

The Internet for Dummies™, 2nd Edition

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Dark Forces Official Player's Guide

By Jeff Hoff

The Empire is up to some new tricks in Dark Forces, the exciting Star Wars game. Armed with over 240 pages of Jedi tips, strategies, tactics, maps and intelligence secrets, you'll be able to take on the Empire and save the Rebel Alliance.

BK-315

\$18.95

Platform: IBM-PC

CD-ROM

**Full Throttle Official Player's Guide**

By Jo Ashburn

Outwit Little Todd, jump the Poyahoga Gorge and survive the deadly demolition derby with this strategy

guide. This guide gives you a complete walk through, hint section and detailed puzzle inventory. With 240 pages of tips and strategies, this book is the Full Throttle enthusiast's guide to success.

\$18.95

BK-335

Platform: IBM-PC

CD-ROM

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THREE ABC PROGRAMS

Word Play



Lots of kids grow up watching *Sesame Street* and playing with Fisher-Price toys. Now, computer titles from these ol' reliables are ready to help preschoolers learn to read and spell.

Sesame Street Letters, a DOS/Mac title from ABC/EA and Children's Television Workshop, greets kids 3 to 6 with the show's familiar theme song. Oscar the Grouch and Telly explain—in authentic character voices—that visitors are free to wander around *Sesame Street*. They can visit Bert and Ernie, Mr. Snuffleupagus, and Big Bird. Kids move the star cursor, and the screen automatically scrolls to reveal the rest of the scene. When sparkles appear, clicking on the glinting object uncovers a fun surprise.

At each location they visit, kids can play letter games, such as Snuffy Says, What's My Rhyme, and Shape-O-Matic. The radio plays tunes, and the TV shows video clips from the show. Visitors can also pick up the telephone to chat with all the *Sesame Street* regulars.

Once they've mastered *Sesame Street Letters*, your kids will want to move on to **Let's Make a Word**, a more sophisticated title also aimed at ages 3 to 6. The game-show format, hosted by uncouth Muppet, Guy Smiley, captures the exuberance and zaniness of *Sesame Street*. Its Windows/Mac graphics are also crisper and more compelling than those in the DOS-based *Letters* title.

Word lets kids choose from six *Sesame Street* characters to guide them through the park, restaurant, farm, and building site.

Rosita, for example, will teach

them Spanish words for objects in each location. Kids can also make rhymes, spell, and match pictures and words.

The only problem with these *Sesame Street* titles is that after every game round, the programs revert to explore mode. To continue playing, kids must click on their character guide and wait for



The *Sesame Street* gang helps preschoolers learn to read and spell in *Let's Make a Word*.



The *Jungle Jukebox* is the computer equivalent of alphabet blocks.

the screen to change. Even so, the authentic voices, music, and other *Sesame Street* touches guarantee that they'll be a hit with kids. (ABC/EA; 800-245-4525; street price \$39.95 each)

Fisher-Price ABC's

Featuring the **Jungle Jukebox**, from Davidson & Associates (and Fisher-Price), lets you or your kids choose which letters to practice in the program's explore mode. In challenge mode, they match the letter of the alphabet with the corresponding picture or word. The *Word Doo-Wop* game guides kids through spelling words by clicking on the right sequence of letters. If they pick incorrectly, the Jukebox narrows the choices until they get it right. The program also reads words and sentences aloud from its *Word List*.

Unfortunately, kids can't use the keyboard to identify letters—they have to use the mouse. Otherwise, you'll find Fisher-Price ABC's an entertaining way to introduce youngsters to reading and spelling. (Davidson & Associates; 800-545-7677; street price \$30)

—Christine Grech



Practice the alphabet in Big Bird's nest.

Sesame Street Letters

Platform: DOS CD/Mac CD

Rating: ★ ★ ★

Sesame Street Let's Make a Word

Platform: Win CD/Mac CD

Rating: ★ ★ ★ ★

Fisher Price ABC's Featuring the Jungle Jukebox

Platform: Win CD

Rating: ★ ★ ★



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edutainment

ON THE FLY FUN

Bug Off!

It's a sure sign that you're getting older when the children's titles that you find irrepressibly cute bore your kids to tears. But **Elroy Goes Bugzerk** from Headbone Interactive is one title that won't disappoint either camp. This game for ages 7 to 12 has just the right mix of edge and edutainment.

A lively introduction with plenty of slapstick humor, sight gags, and jokes sets up the story. Elroy is in danger of losing his coveted title as champ of the annual Insectathon. To make matters worse, Elroy's faceless parents cart him off to his stepuncle's farm the weekend of the competition. Elroy's out of the running—unless players can help him find the rare Technoptera insect that lives on the farm.

One of the biggest attractions in **Elroy Goes Bugzerk** is its clever design. The ani-



Kids must help Elroy capture the Technoptera.



mation festival-style graphics, overlaid on still photographs, give the title a real sophistication that credits its audience with some intelligence. You won't find angelic depictions of cherub-cheeked children here. Instead, the perfectly imperfect Elroy and his sleepy canine companion Blue look like they were glued together with tattered scraps of colorful construction paper. The style is not only fresh, but it resembles the messy ups and downs of childhood.

Thankfully, Elroy



Elroy isn't happy about being on his uncle's farm during the weekend of the Insectathon.

and the title's other wacky characters are not sanitized for children's eyes. Elroy carries a slingshot and is ready to use it, for example.

Also to its credit, the title uses comedy to make subtle yet honest comments about the difficulty of being a kid in an adult world.

Elroy Goes Bugzerk is a creative and challenging adventure served up with some intriguing insect information as a side dish. (Headbone Interactive; 800-267-4709; \$49.95)

—Bill Meyer

Platform: Win/Mac CD

Rating: ★ ★ ★ ★

Earth Watch

If your children are budding environmentalists, they'll want to immerse themselves in **Earth Explorer**. Developed by Interactive for Apple Home Learning, this green encyclopedia draws kids into the complex issues facing our planet. **Earth Explorer** lets kids choose from more than 400 illustrated articles ranging from acid rain to public health.

The Explore section includes 12 games on such topics as

ocean currents and the food chain. Unfortunately, made-up information undermines the realism of lessons. Who Eats Who, for example, features a photosynthetic marine creature called a Oogop and a mile-long predator called a Megazar, neither of which is on the menu of your average seafood restaurant.

On the plus side, kids can practice debating skills in the brain-twisting Hot Topics section. They read a story that presents an environmental issue, then select arguments to support each side. For more information about various topics, the Data Sets section includes all kinds of

Kids may just learn to think green in **Earth Explorer**.

global statistics.

Earth Explorer is easy to navigate and even includes a map. Also, although it is recommended for ages 10 and up, it uses a lot of animation, which gives it a younger look. But kids interested in the world around them will learn a lot—and have fun with the program. (Apple Home Learning; 800-769-2775, ext. 5924; \$56)

—Suzanne Frear

Platform: Win/Mac CD, Mac CD

Rating: ★ ★ ★ ★

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Gaming for the Masses?

What's the most popular computer game on the planet? *Myst*? The 7th Guest? *Doom*? *Dark Forces*? Not likely.

No, I'm talking about the most entrenched computer game around, a game played by literally millions of people around the globe on a daily basis.

I'm talking about *Solitaire*.

Okay, okay, before you get your Jockeys in a knot, I'm well aware that *Solitaire* comes free with every copy of Microsoft Windows. Sure, a lot more people would play *Dark Forces* if it came free with the operating system. But I'd still bet that if you handed out *Solitaire* and *Descent* on every street corner, most people would head for the cards more often than the mine shafts.

Notice I said "people," not "gamers." There is a difference.

The average person who uses a computer at home or at work doesn't enjoy playing around with configuration files simply to get a game running. Nor do they care to spend a couple hours on a Saturday afternoon wandering the endless aisles of some computer store trying to pick the winners from a pack of duds. They'd rather watch a baseball game on TV or go to the park with their kids.

Still, some game developers, particularly those associated with movie studios, are sinking millions of dollars into creating easy-to-play (read: "short") games. Enhancing these titles with video of well-known actors, the companies hope to tap into this seemingly limitless horde of non-gamer "people."

Unfortunately—for both the companies and gamers—they are driving their trains hard and fast down the wrong track.

Developers waste time and money producing titles that no one really wants to play, when they

could have put those resources toward producing games that gamers *would* want to play.

But a lot of these developers would rather not produce games for gamers. They have their sights set on the ill-defined blob of humanity that advertising folk love to call the "mass market." Produce a game that appeals to this mass market—the conventional wisdom holds—and make a billion dollars. The conventional wisdom is foolish. Mass-market games don't need to be multimillion-dollar extravaganzas with big-name movie stars and special effects that rival *Jurassic Park*. They need to be fun.

Ask your non-gamer friends if they've ever played a video game or computer game. If they have, chances are it's something along the lines of *PacMan* or *Tetris*, instead of *Blown Away* or *Flash Traffic*. And even though it seems that just about everyone with a PC has *The 7th Guest* or *Myst*, how many really took the time to play through to the end? I'd be surprised if it's even half.

Why? Because the mass market doesn't have the time or inclination to put 20 hours a week into some epic adventure. And they're sophisticated enough to know that if they're going to blow a couple hours watching a tube full of actors, it had better be at least as entertaining as *Seinfeld* or *Die Hard*.

The idea behind the Hollywood names, of course, is to get people to pull the box off the shelf. The only problem is, that if a non-gamer gets his new star-studded game home and finds out it's a loser, he may decide to never take that \$45 chance again. That's too bad, because there are a lot of good games out there—games that are fun and worthwhile and have the potential to turn today's non-gamers into repeat customers.

A few game companies seem to be getting the message. Activision's Shanghai: Great Moments stars Rosalind Rao of *The Joy Luck Club* fame—not as a gunslinging heroine in a tight jumpsuit, but as a user-friendly tutor who helps new players learn the classic Chinese tile game. Meanwhile, Viacom New Media's upcoming *Zoop*, an addictive action/puzzle game that stars only game pieces shaped like some other-worldly children's cereal, is due for a marketing campaign that includes well-targeted TV spots.

Maybe game developers are learning that it's time to stop making deals, doing lunches, and trying to get a meeting with Steven Spielberg. This industry is about making money making games. And the way to do that is to make games all people want to play.

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Solitaire and Descent on
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People Are Talking

You don't need me or anyone else to tell you about the meaning of the Internet. What I *can* tell you is this: The real impetus behind the explosion of interest in the 'Net is pretty simple. People like to do two things—talk and be entertained. Going online is the perfect place to indulge both impulses.

In fact, it's fused them. You get online, you start gabbing, and you can't stop. ♪

Despite all the fuss about the graphical World Wide Web, communicating with others is still the killer application for the online community. When you hear someone complain about the Web, for example, it's typically for one of three reasons: it's slow, it lacks true multimedia, and you can't chat.

Speed issues can still be thorny for dial-up users, but the other barriers are beginning to crumble. Real-time audio has reached the 'Net in the form of the RealAudio Player (see Sharp Edge, page 12), and other multimedia capabilities are likely to follow.

And plenty of chat is already going down on the Web. A chat zone called Web Chat is a good place to hook up with a friend; go to <http://www.irsociety.com/webchat.html> at an agreed-on time, or just pop by on your own and see what action you can scare up. Similarly, more and more Web sites are figuring out ingenious ways to get their visitors talking. The Megadiner at rock band Megadeth's home page (<http://bazaar.com/Megadeth/megadeth.html>), for example, links you out to a telnet client that can handle the chat traffic.

But chat continues to be a key reason to subscribe to the major online services: CompuServe (Find: Talk), America Online (under Go To menu, search directory of services and type either "chat" or "talk"), and Prodigy (Jump: Chat). These services face a major

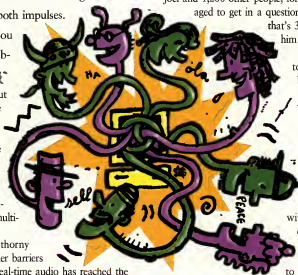
challenge from the Internet in terms of content, but they're still the best, most organized places to talk to regular people and—particularly—celebrities. More and more, personalities from Mick Jagger to William Shatner to Greg Louganis are logging on and finding out that those folks standing with the paparazzi behind the ropes aren't so bad. I recently tapped into an AOL conference with Billy Joel and 1,200 other people, for example. Not all of them managed to get in a question, but 30 or 40 people did, and that's 30 or 40 more than could reach him out there on the street.

All three services will continue to emphasize online chat—it's a big money-maker for them—and smaller services such as Delphi are also promoting celebrity access as an enticement to new and current subscribers.

Of course, type-talking can be rough for the uninitiated. For one thing, it must drive typing teachers batty. Online gabfests tend to be riddled with typing errors. Tricker still, conversations weave in and out of each other. Say something to someone, and you'll have to wade through lines from four other conversations before you get a reply. It may seem daunting, but learning to think in "chatweave" isn't so different than carrying on a conversation at a noisy cocktail party.

Just as radio defined your grandparents' new universe, and television your parents', the Internet is defining ours. The difference, of course, is that regular folks didn't have much of a hand in shaping commercial radio or TV. But the Internet was built by the technical and academic communities, and has only recently attracted the attention of big business. That means that individual interests, not corporate superpowers, still rule the online world. Radio and TV talk at you; the Internet lets you talk back to just about anyone. As Billy Joel put it on AOL: "This is a cool way to connect with people."

Wirehead thinks so, too. I'll do my best to dig up online amusement myself, but that's only half the fun. E² is working on online sites where we'll be able to support the kind of back-and-forth interaction that we all want. In the meantime, drop me an e-line at dstjohn@lftw.com or e2online@aol.com and let me know what you think is fun out there in cyberspace.


ILLUSTRATION BY MARCOS ESTENSEN

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Unreal Estate

When we last saw the Multimaniac, he was hard at work designing Ciudad San Cindy, a combination arcade game/obsessive supermodel tribute. Well, he still hasn't finished his high-fashion masterpiece, so Electronic Entertainment had to go out and find a new Multimaniac....

Entertainment—electronic or otherwise—is all about taking a break from reality. So for my initiation into the unique role of Multimaniac, I wanted to experience the ultimate interactive digital escape: virtual reality in the privacy of my own home.

That's why I've been dying to give home VR a spin. I've been waiting patiently ever since hardware manufacturers cranked up the hype machine on head-mounted displays (HMDs) last year. Now, the vapor has finally condensed into several headsets you can actually buy.

My quest to assemble the ultimate home VR setup began with a pair of \$800 i-glasses! (For a full review, see Spotlight, June 1995, page 32.) Virtual i-o's pride and joy looks like high-tech ski goggles married to a Walkman. I connected the included black box to my PC's video and serial ports—and a wall outlet—and then attached the goggles and my monitor cable to the box.

It was hard to remember to turn my head in the direction I wanted to go.

It took me about 10 minutes to get everything wired, plus about 5 more to fine-tune the fit. The i-glasses! kept slipping off the Multimaniac's undersized noggin, so I couldn't see the unit's LCDs or hear through the ear phones. Stuffing a rolled-up towel between the i-glasses! and my head finally resulted in a comfortable fit.

Time for the show: I loaded up the specially modified copy of Heretic—one that supports headtracking—that's included with the headset. (The i-glasses! also come with doctored versions of

Ascent, Dark Forces, Descent, Magic Carpet, and Tank Commander—a pretty decent list.) Since I couldn't read text on the glasses' VGA display, I had to suspend virtual reality momentarily and peek at the monitor to configure the game.


As I began playing Heretic in all its 3-D glory, the game hit me right between the eyes, making me feel like I was right in the midst of the action. But something was not quite right. My peripheral

vision kept distracting me. I solved that problem by snapping on the handy blinders that came with the i-glasses!

Headtracking ability is one of the coolest features of the i-glasses!, but it was hard to remember to turn my head in the direction I wanted to go instead of using the keyboard's arrow keys. After about a half hour, though, I was fully in the groove and having more fun playing the game than ever before. (Not everyone was so lucky. Several of my fellow VR

voyagers seemed a little green at the gills.)

Things looked and sounded great, but the Multimaniac was still searching for an even more complete VR experience. I wanted to *feel* my new reality, too, so I strapped on the Aura Interactor Vest. Aura Systems' \$100 plastic vest is designed to translate sound into vibration. I plugged the vest into the i-glasses' sound port and...Boom! Every shake, rattle, and roll was played out on my spine, not just my eardrums. It was fun—and appropriate—to feel the vibrations when I got tagged by a gargoyle or a stone golem, but I also took a pounding from the game's soundtrack and from just picking up ammo or healing potions. Turning off the Interactor's music option solved one problem, but even after tweaking some controls, the Vest couldn't always distinguish between body-piercing sound and merely atmospheric noises. As the novelty of becoming a human subwoofer began to wear off, I found the Interactor more of a distraction than an enhancement. I'd recommend putting the cash toward new speakers.

Before I could shed the vest, though, I caught serious flak for my fetching i-glasses!/Interactor ensemble. Maybe that's the real appeal of "Home VR." Who'd be caught dead wearing this ridiculous regalia in public? (i-glasses!; Virtual i-o; 800-646-3759; PC, \$799. Aura Interactor Vest; Aura Systems; 310-643-5300; \$99) 



There's no place like home VR—courtesy of the i-glasses! and Aura Interactor Vest.

Three out of four experts agree

92% — BOTTOM LINE: The best WWI simulation ever; this one flies with the eagles.

— PC Gamer

4 1/2 out of 5 stars: Without a doubt, *Wings of Glory* is the best-looking and sounding WWI flight-sim to date.

— Computer Gaming World

The final word on *Wings of Glory*? A must for flight-sim fans.

— Electronic Entertainment

Whaddaya mean, *no afterburners*?!

— Wild Bill's Defense Journal



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You've seen and played it all. There's nary an imp you haven't blasted or a SimCity you haven't managed. And when it comes to flight sims, you're the single largest distributor of MiG-29 parts outside the Soviet Union.

So how do you satisfy your thirst for new Civilizations, tougher aerial opponents, and ever-more-complex war games? Well, if you think you know so much about what makes a good game, why not design your own? It's possible, even if you barely know how to program your VCR, much less hack out a million lines of assembly language.

Sure, you could take night courses in C++ programming, but your goal is to have fun, not memorize a programmer's guide. Luckily, programming illiterates no longer have to study esoteric code or wear pocket protectors to design a decent game. Any one of several entry-level game creation tools can turn plain-old-you into an instant game developer. In fact, if you know how to work a mouse, you probably have what it takes to make a great game.

It's as Simple as Klik & Play

Maxis' Klik & Play may be the best known game maker for the masses. *Electronic Entertainment* reviewed it last December (page 122) and our former Multimaniac is using it to build Ciudad San Cindy (see April 1995, page 38).

Klik & Play deserves its popularity. Believe it or not, this program is as easy to use as its name implies—at least for the simplest games. The Windows-based CD-ROM lets you easily drag and drop scores of useful graphics and sound files into your gaming masterpiece. You can make a wide variety of games, from multilevel platform amusements like the original Donkey Kong to



Peaches, a scrolling game created with GameMaker, sends you on a quest to defeat evil crabs and punk ducks.

ROLL Your Own Games

Tired of playing what someone else thinks is fun? New tools make it easy to create your own gaming sensation.



This game uses imported graphics, island music, and cool sound effects in a '90s-style Breakout.

shooters in the vein of Space Invaders to board games à la Othello.

Want to make a pinball game? Merely select the graphics you need—flippers, bumpers and a silver ball—and drag them where you want them to go. Then assign movement to any object. You can make an object

bounce like a ball or move whenever you hit a key. Throw in some cool background music and a score box, and you bring new meaning to the term "Pinball Wizard."

If the built-in sound effects and music don't do the trick, you can import your own. The same goes for graphics: Bring in clip art, or design your own with the included paint program. A few mouse clicks let you make your own monsters, change the look of any graphic, or animate any object.

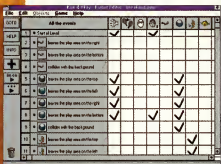
For example, Klik & Play makes it a snap to create an updated version of Breakout, the classic "take out the brick wall" game. To create the bouncing ball, I imported a picture of a starfish and used the animation controls to set it spinning. Then, to create my paddle, I assigned mouse control to the game's included animation of a swimmer. Finally, I put in several rows of tropical fish, lobsters, and swordfish, and spiced up the action with creative sound effects and island music. My underwater action game may not put MicroProse out of business, but it sure impressed the wife and kids.

One of the few drawbacks of Klik & Play is that while your first simple games will go together with ease, more complex creations will require that you spend some serious time experimenting. The huge instruction manual has a tendency to be frustratingly vague at times. So only through trial and error will you be able to fully use all of Klik & Play's features.

By Shane Mooney

The Mother of All Game Makers

If you have a particular fondness for scrolling platform games like Super Mario Brothers or Commander Keen, then you'll want to take a look at Create Your Own Game With



Use Klik & Play's elementary Event Editor to specify the actions you want in your game.

GameMaker from Recreational Software Designs. First released in 1991, GameMaker has all the tools you'd need to build a decent scrolling game—an ability that is really not available in Klik & Play. The recently released CD-ROM version of GameMaker includes 1,000 graphics files—far more than any other game builder—and also packs a sizable collection of animations and sound effects, not to mention the best music available.

As with Klik & Play, GameMaker lets you build virtual landscapes with a few mouse clicks. Choose from the library of graphics to create a 100-by-100-block map. (VGA screens typically display 10 blocks by 16 blocks.) Assign sound effects, animation, and

properties to any object,



GameMaker's interface couldn't get much simpler.

and before you know it, your smooth, all-direction

scrolling game is up and shooting. You can also incorporate any of the several .GIF files included, FLI animation files (animations created with Autodesk Animator), and there's



GameMaker's graphics hearken back to the early days of computer games.



even joystick support, which for some reason you won't find in Klik & Play. Even better, GameMaker's online help is actually helpful, unlike the minimalist online documentation found in Klik & Play.

Unfortunately, though, GameMaker's graphics are straight out of an earlier era of computer gaming. Sophisticated gamers used to the hi-res world of today's blockbusters are likely to scoff at its dated, low-res images. And GameMaker's relatively plain interface can be a little on the clumsy side. Still, if you have the patience to put in some serious effort, GameMaker can create games that are better than most of the shareware out there.

Spell Your Own Doom

Neither Klik & Play nor GameMaker can build a competent first-person 3-D scrolling action game. So what's a jaded Doomer to do? The Game Creation System from Pic In The Sky Software makes it possible for even trigger-happy space marines to construct their own first-person gorefests. You can map your own corridors, position your own enemies, and strategically place keys, weapons, and doors wherever your heart desires.

The Game Creation System produces results that resemble Wolfenstein-3-D more than Doom, but it's still a very nice 3-D engine—especially for beginners. You start with a blank level, and first select the walls. With a wide variety of textures and objects to choose from, you can go with the classic brick motif or opt for a chic marble

rooms with hidden doors.

But walls are only the setting; your game needs nasties. To add enemies, grab some



Build your own "Doom Too's" with the Game Creation System's map editor.

guards and hide them wherever you wish. Adjust their intelligence—from Einstein to imbecile—and set how hard they are to kill. You can modify the baddies' appearances with the included paint program, or import enemies from another game.

Next, you need something with which to blast

them. The Game Creation System includes several interesting weapons, including a very nice rocket launcher and something called a goo gun, which immobilizes opponents with a spray of vile-looking mud. If you have the initiative, both can be modified to suit your own destructive desires.

It isn't always easy, though. The Game Creation System can get picky about your work, forcing you to operate within careful size restrictions, although you won't know you've made a mistake until you actually try to run your new game. Fortunately, the excellent documentation clearly explains all



Take a seat behind a custom-built Russian SU-27 with Domark's Flight Sim Toolkit.

of this in an entertainingly offbeat style. There's even a mini-tutorial detailing how to create a Barney-infested Wolfenstein.

Your Own Unfriendly Skies

If you prefer spending your leisure time above ground—way above ground—check out Domark's Flight Sim Toolkit (FST). This is easily the most complex game maker

around, but it's also the most powerful. You can literally create your own flight simulator from the ground up.

FST is not a toy for the squeamish. It takes effort and planning to get things going, but the rewards are worthwhile. Operating like a commercial computer-aided design program, FST's Shape Editor lets you design your own planes or modify one of the 30 included air-

craft. Recreate a historic ship or create your own fantasy flier; it's up to you.

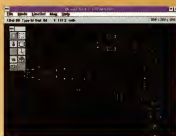
The Model Editor lets you detail the specifications of your dream craft. Decide how much it weighs, what the air-brake drag will be, and even set the stall angle. Then use the Cockpit Editor to modify the innards: Put a Heads Up Display in your 747, or radar in your Sopwith Camel.

Make It With Shareware

If you don't want to spring for a full-fledged commercial game builder, there's always shareware. Though most are not as slick as their commercial counterparts, they offer surprising flexibility and power—and there are dozens of tools and utilities to choose from. For a taste of what's available, these three tools will have you creating entertaining games in no time. Look for them in the

Remember when computer games used nothing more than text and your imagination? Well, if you still find yourself entertained by classic Zork, then download the Adventure Game Toolkit. Your ASCII world can consist of hundreds of locations, objects, people, and creatures, and use a vocabulary of more than 500 words. Best of all, its professional-quality engine comes with a full-sentence parser, so players don't have to type in pidgin English.

If you can't live without graphics and sound, then you might



With the Windows-based DoomCAD, you can modify any Doom level—or design your own custom Nightmare episode.

builder around. Use Venture to create first-person-perspective hunt-and-explore graphic adventures. You can fill your world with all kinds of weapons, aliens, and treasure, and set the game-play tempo you want. Design an exploratory adventure or a run-for-your-life I-gotta-get-outta-here game. The graphics are surprisingly good

lets you move or add monsters, change wall colors and positions, create crushing ceilings or acid pools, and even build your own levels from scratch. And it comes with a tutorial to make life much easier.

Another popular shareware editor is the Windows-based

DoomCAD. It operates much like DEU, but adds three-dimensional previewing and drag-and-drop editing. Similarly, a wide variety of mostly freeware editors let you change Doom's sound effects, music, and other graphics.

Internet surfers can download these Doom enhancers from



Add or move monsters in Doom and Doom II with the Doom Editor utility, or create new levels from scratch.

ftp.cdrom.com. CD-ROM users can pick up Doom WARE, a collection of nearly half a gigabyte of Doom-related products from Cytech Codehouse. For other Doom-related CD-ROMs, see "New Levels of Doom" in last month's *E²* (page 86).



The Adventure Game Toolkit lets you program text-based adventures using nothing more complicated than a DOS text editor.



If you like text-based games, but can't live without multimedia, try Game Builder.

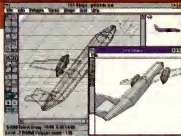
want to try Game Builder. The point-and-click interface lets you create simple illustrated adventure games. If you spring for the registered version, you get a library of pictures, music, and sounds to spice up your game. Though not as polished as its commercial contemporaries, it's still a program worth investigating.

Windows fans (yes, there are some) should take a gander at the best-looking shareware game

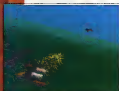


HAL may be able to help you get off your custom-designed spaceship, made with the shareware game maker Venture.

Gamers Forum library on America Online, by doing a Find File on CompuServe, or anywhere else gamers gather online.



The Flight Sim Toolkit's Shape Editor lets you create or modify any aircraft, including this DC-10.



Set up all the specs on your 'craft, then head for the skies.

Drop in lakes and mountains, position enemy ground forces, build bridges, and set up supply lines. For true flight sim fans, FST even supports the programmable Thrustmaster Flight and Weapons Control Systems. If you're determined and clever, you can create flying games that rival commercial packages from the big boys.

Attention: Wargamers

For strategy gamers, most game creation kits think too small. The Wargame Construction Set II: Tanks from Strategic Simulations lets you rewrite history. If you always wondered what would happen if modern Apache heli-

copters took on a World War II anti-aircraft battery, here's your chance.

Select from 12 different time periods from World War I to Operation Desert Storm. Mix forces from an inventory of more than 1,300 unit types, including infantry, cavalry, bicycles, motorcycles, helicopters, tanks, and planes. Set weather, terrain, and time of day.

The kit includes 10 ready-to-play historical scenarios, while the "Random Scenario" option automatically constructs a new battle according to the parameters you determine. The Set's simple interface is complemented with clear documentation. If you take your war gaming seriously, you won't want to live without the Wargame Construction Set II: Tanks.



If you always wondered about war gaming's future, why not pit the United States against Russia in all-out battle?

Fun and Profit

Making your own games is fun, but doing it for profit is more complicated. Maxis, for example, charges an \$830 licensing fee to use Klik & Play commercially (\$165 if you mar-

ket games as shareware). Recreational Software Designs asks for \$500 in licensing for two years if you plan to make any money using GameMaker. But if you can make a

mint using the Game Construction Set or The Flight Sim Toolkit, you get to keep it all.

Getting rich making your own game is a long



Choose your weapons from hundreds of unit types and heavy artillery.

shot with any of these products, but that's not the point. You'll have the fun of creating a game in your own image, which can be more satisfying than splashing a thousand bogeys. And—if you must look at it in monetary terms—you may never need to buy another game again.

Building Blocks

Here's all the game creator info you need—at your fingertips. Just keep in mind that price plays a part in each program's rating, which helps bring the inexpensive shareware titles onto a level footing with their commercial cousins.

Product Name	Type of games it does best	Price	License fee?	Rating	Company	Contact
■ Klik & Play	Single-screen or non-scrolling level-based	\$54.95	Yes (\$165-\$830)	****	Maxis	800-366-2947
■ GameMaker	Scrolling action and adventure	\$49.95	Yes (\$500 flat fee; sliding scale after)	***	MicroForum	416-656-6406
■ Game Creation System	First-person action games	\$69.95	No	***	Pie In The Sky Software	800-537-3344
■ Flight Sim Toolkit	Flight simulators	\$54.95	No	*****	Domark	800-695-4263
■ The Wargame Construction Kit II: Tanks	Strategy-based war games	\$69.95	No	*****	Strategic Simulations	408-737-6814
■ Doom WARE	Various Doom levels and editors	\$34.95	No	—	Cytech Codehouse	800-382-5656

Shareware is a great way to get your game-designing feet wet. Look for these tools on your favorite online service.

Product Name	Type of games it does best	Registration fee	Rating	Company	Phone
■ Adventure Game Toolkit	Text-based adventures	\$20	*****	Softworks	510-659-0535
■ Game Builder	Illustrated adventures	\$49.95	*****	MVP Software	800-968-9684
■ Venture	3-D Windows-based adventures	\$25	*****	Richard Foley	—
■ Doom Editor Utility	Doom levels	Free	*****	Steve Bareman	bareman@hop.e.citchope.edu
■ DoomCAD	Doom levels	\$20	*****	Matt Tagliaferri	—



Actual screen shots used

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New!

Interactive advertising promises it'll change how marketers sell to you.

Improved!

But critics call it the same old stuff in a shiny new package.

Interactive!

The expensively coiffed, slick-suited attendees of the CreaTech Interactive Advertising Conference aren't here for the coffee. The professional hypesters are busy figuring out how they can cash in on all the hype surrounding the Information Superhighway, interactive TV, CD-ROM catalogs and magazines, online services, and the Internet.

They don't care about watching *thirtysomething* on demand or buying an electronic tie rack from Hammacher Schlemmer online, although most of them are hip enough to have e-mail addresses on their carefully designed business cards. No, their ardor stems from their well-founded understanding that they have a whole new way to grab—and keep—your attention.

You, after all, are a marketer's dream. As a reader of this magazine, you probably fall into the category of people Craig Gugel of the Bates USA advertising agency dubs "techthusiasts" (other marketers might call you "early adopters"). According to Gugel, your average age is 38, your household income is \$54,900 a year, you've been educated for 14 years, and your home is worth \$116,600. Ninety-three percent of you own PCs, 50 percent use modems, and 32 percent have CD-ROM drives.

All of this makes you extremely desirable, but the rest of the population is catching up; there are now computers in 33 percent of American homes, and an estimated 35 million people on the Internet—and that number's growing by 10 percent a month.

Marketers hope all this new technology will get you more involved with their marketing messages and compress the buying process. For now, though, your interaction is mostly limited to choosing where to click. Go to Volvo's home page on the Internet's World Wide Web, for exam-

ple. You can get the latest specs and look at a spiffy picture of the new 850 wagon. Want to take a test-drive? You can't do that online yet. But if you click on your location on the map of the United States, you'll be linked to your local dealer on a service called DealerNet, and he'll be happy to assist you. After all, you're primed, you're informed—heck, you're the best lead he's had all day.

Wider Than the Web

If you don't have access to the World Wide Web, you still shouldn't think you're out of the reach of interactive marketing. Onscreen advertisements, like those for BMW and Columbia House, have always been a part of Prodigy. And with the service's updated P2 interface, due this summer, these ads will become interactive, even letting you link to the advertiser's Web page. Naturally, you'll also find online malls on Prodigy, CompuServe, and America Online where you can "browse," get product information, and, of course, buy goods and services. These may not look as pretty as the Web's multimedia-rich home pages, but the goal is the same.

Last year CompuServe added a new dimension to its online service with its CompuServeCD, a kind of CD-ROM magazine hotlinked to corresponding areas online. On the premiere disc, for example, a profile on the band Jackyl



Read about it—then buy it—on CompuServeCD.

By Nancie S. Martin

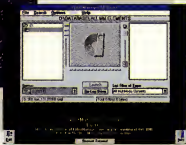


GO Digital CD-ROM magazine has ads for bikes and videos of babes.

tions, and new CD-ROM magazines like *Go Digital*, *substance.digizine*, and *Medio* all carry advertising. You decide what ads you want to look at and how much information about the products you receive.

But the real future of interactive advertising is—no surprise—on interactive TV.

What? You thought you'd get interactive television without interactive commercials? Dream



Medio magazine's ads are computer-related.

on. In fact, interactive TV may turn out to be the ultimate infomercial. In Omaha, U.S. West, Grey Interactive West, and Interactive Video Enterprises are work-

ing on US Avenue, a trial service that will let subscribers tune in 24-hours-a-day to short features on a wide variety of subjects, each sponsored by a major retailer. Something like *This Old House*, for example, might be produced by The Home Depot. If you see a tool you like, you'll be able to simply click on its onscreen image to jump to a virtual store where you can order it on the spot. Of course, these long-form ads would be interrupted by more typical commercials and shoppers in a hurry will be able to head straight for the virtual mall.

But don't hold your breath: Interactive TV trials are available to less than 10,000 households nationwide. "It's a bit too soon to talk about it," sniffs a spokeswoman for Time Warner, queried about advertising in the company's vaunted ITV trial in Orlando.

Where the Ads Are

If you're like most people, you usually try to avoid ads. But if your curiosity's been piqued, take a look at this small sampling:

Disc Ads

2Market

Shop some 30 stores including Land's End, The Sharper Image, and Chef's Catalog via CD catalog or online with the help of a "personal shopper." (2Market; 800-622-6600 Win CD/Mac CD, \$19.95/4-issue subscription; America Online, keyword 2Market)

Absolut Museum

Take a tour of some 200 Absolut Vodka ads. (Absolut Museum; CompuServe: Go Absolut; DOS, \$29.95)

Burton Snowboard Catalog

Burton's 1995 catalog, including video and rotatable 3-D models of the boards. (Mail \$5 check to Burton MFG, P.O. Box 4449; Burlington, VT 05406; Windows/Mac, \$5)

CompuServeCD

A bi-monthly CD-ROM magazine that has hotlinks to the online service, featuring special deals from CompuServe's Electronic Mall and demos of other goods and services available. (CompuServe; 800-524-3388 ext. 664; Win CD/Mac CD, \$5.95/issue)

Car and Driver '95 Buyers Guide

The popular auto magazine on disc, with interactive ads from car companies, like Nissan. (Sony Imagesoft; 800-922-7669; Windows/Mac, \$39.95)

Go Digital

Quarterly CD-ROM magazine for the MTV-generation with videos of nude women and interactive ads such as



The Miller Genuine Draft Tap Room is an ad you can hang out in.

mountain bikes. (E-Media; 800-572-3766; Win/Mac CD, \$19.95/issue, 49.95/annual subscription)

just think

General interest quarterly CD-ROM magazine that automatically boots up into an ad. (Ad-Hoc Technologies; 800-928-4465; Win/Mac CD, \$19.95 each)

Medio

Monthly general-interest CD-ROM

magazine with interactive ads, mostly for computer-related products. (Medio; 800-788-3866; Win CD, \$59.95/annual subscription)

MusicNet

CD-ROM music magazine that lets you sample hundreds of new CDs,

then puts together your order. (MusicNet; 800-375-6874; Win CD/Mac CD, free)

Nissan Interactive

Car-shopping program that lets you check out various Nissan Altima

packages and photographs, and play a driving game. (Nissan; 800-335-6067; DOS/Mac, free)

Shopping 2000

An "electronic mall" available online and on disc, with more than 50 catalogs from such companies as Tower Records, Barnes and Noble, and JCPenney. (ContentWare; 212-447-9494; Win CD, \$9.95/annual subscription; <http://shopping2000.com>)

substance.digizine

CD-ROM magazine for Generation X with interactive ads. (Sony Imagesoft; 800-922-7669; Win CD, \$29.95)

Online Ads

2(X)ist

An online men's underwear catalog with beefcake photos. <http://www.digex.net/2xist.html>

AT&T

Find out the latest happenings at Bell Labs, check out a directory of toll-free numbers, and find the AT&T stores in your area. <http://www.att.com/>

DealerNet

Car shopping on the Internet. <http://www.dealernet.com/> or 800-357-6387 for a starter diskette.

Hollywood On-Line

Preview video & sound clips, plus other information about Hollywood's movies of the moment. (America Online, keyword Hollywood)

Miller Genuine Draft Tap Room

A lifestyle page with everything from fashion reports to fortune telling. <http://www.mgdlaproom.com>

Volvo

Get specs, pictures, and dealer information for Volvo's line of cars. <http://www.volvocars.com/Ads/Volvo/index.html>

Zima

Catch up on the latest installment of the Zima Adventures and find out all you wanted to know about this trendy alcoholic beverage. <http://www.zima.com/>

Placing the Products

Ads on TV, even interactive TV, shouldn't be a surprise. But product placements are bringing marketing messages to all kinds of interactive entertainment. Companies have paid to place their products in movies for years, from *E.T.*'s Reese's Pieces to *The Flintstones*, well, everything. Now, it's games' turn.

Just about every Electronic Arts sports game has ads on the field, sidelines, or scoreboard. Check out the Fox billboards in EA's John Madden Football (But hey! He's their guy!). Virgin Interactive's forthcoming *Command & Conquer* features a TV network as part of the plot, so naturally that network will have advertisers. The new Johnny Mnemonic, from Sony Imagesoft, contains strategically located Sony TVs, computers, and stereos. (For more on product placements, see "The Ad Game" on page 48.)

A new game-development company, Hollywood Heller Hiwater Productions, is taking a different approach. The company's upcoming games and edutainment titles, including *Twists of Fate* and *Squiggle Club* (due by next summer), will have commercials that run whenever the player pauses

fine." Heller stresses that the ads will not interfere with game play in any way.

Virgin, meanwhile, is planning interactive ads that will appear at the beginning of its games. Virgin's vice president of marketing, Russell Kelban, is "very sensitive to the fact

are finding ways to be useful. On the World Wide Web, AT&T offers tantalizing tidbits on futuristic Bell Labs projects (wrist telephones, anyone?), a directory of toll-free "800" numbers, and a way to find an AT&T store in your area (just type in your area

code). Nissan gives away floppy disks with a spreadsheet to compare the prices of different Altima option packages. You also get lots of pretty pictures and a fun driving game. Meanwhile, in an interactive TV trial now being conducted in Portland, Oregon by Interactive Systems, Salon Selectives tells participants their hair type based on an on-

screen quiz and then mails them samples of the appropriate shampoo and conditioner.

According to Les Viragh of Resource Marketing, which put together the Burton snow-

board catalog and does interactive marketing for the

Apple Performa, consumers want information: "When I shop with Patagonia, I imagine myself with my kids kayaking on a lake. If I can sit down with my kids and plan a trip to Yosemite, see a map, see how glaciers form, that's the real beauty of interactive [advertising]. It's not that I can shop more, it's that I can learn more about the product and ask questions like, 'Will that keep me dry?'"

The promise of interactive technology is ads that are informative, not intrusive. "People say, 'I want information,'" adds Mike Keith, manager of integrated marketing communications and programs for AT&T, "but not in a form that makes them feel imposed on."

But others feel that freedom from intru-



Slam City with Scottie Pippen peddles Nikes.

that it has to be similar in tone to the game. The last thing I want to do is make customers angry," he says.

But how angry can you be if you chose to play Virgin's *Spot Goes to Hollywood* game, which is based on 7-Up's mischievous animated character? If you're looking at the Burton Snowboard catalog on CD-ROM, it's because the videos are way bitchin' and you want to, dude. If you don't like the Zuma page on the World Wide Web, you can always go somewhere else—to the Miller Genuine Draft Tap Room, perhaps.

Better Advertising?

Interactive advertising presents an opportunity, but it also poses a challenge. When people can simply click away a boring or offensive ad, marketers have to work harder to keep you interested.

"In interactive advertising, you have to be interesting enough for someone to continue to be involved with you," says Paul Spinrad, a principal in the Internet advertising agency Infobahn. "No one's going to stand for having some brand name drummed into their skull 20 times in 30 seconds."

To replace the obvious hard sell, marketers



Zuma's home page is the online equivalent of a lifestyle ad.



Burton's Snowboard CD-ROM is more uplifting than a paper catalog.

the game, kind of like a commercial screen saver. Instead of flying roasters, you'll see a continuous 5-minute loop of interactive ads. What do game players think of this unexpected addition? According to D.K. Heller, president "At first they say 'How dare you?' But when they find out that it will drop the cost of the game to around \$20, they like it just

sive ads is not a given. "I think people may have the option of paying to not see a commercial message," says AT&T manager of interactive advertising and products Mary

Lou Floyd. She envisions an interactive future in which you design your own personalized menus with ads only about items you are thinking about buying. Floyd cites

MIT Media Lab founder and interactive visionary Nicholas Negroponte's notion that "advertising will become news, because if you're in the market for a cordless telephone or a car, you'll want to see all the information available because you need to make decisions."

So far, all of the attempts to create interactive ads remain experiments. Remember, the first TV commercials merely added talking heads to existing radio ads. It took decades to refine the pitch to take full advantage of the new medium. Interactive advertising is at the very beginning of the learning curve. In a few years, today's boldest attempts will no doubt seem laughably naive. But if they move product, the hucksters won't care.

Nancie S. Martin is president of Joissance Productions, a San Francisco multimedia production company that developed *Rock Expedition: The 1960's* and *Soul Expedition: The 1960's for Compton's NewMedia*. Her previous story in *E²* was "Cybersex," in the August 1994 issue.

The Ad Game

Careful, don't blink. You may miss the strategically placed products and advertisements in your favorite games.

MTV's Beavis and Butt-head

An adventure game starring the animated teenagers that can't help but promote the TV channel that brings you the gruesome twosome. (Viacom New Media; 212-258-6000; Win CD/Mac CD, not yet priced)

Spot Goes to Hollywood
A platform game that features the 7-Up Spot (Virgin Interactive Entertainment; 714-633-8710; Playstation/Saturn, not yet priced)

Command & Conquer

An action game that involves a television network—complete with real ads for products like AT&T. (Virgin Interactive Entertainment; 714-633-8710; DOS CD, not yet priced)

RIFA International Soccer

Soccer simulation with billboards on the field for Adidas and Panasonic. (Electronic Arts; 800-245-4525; DOS CD/3DO, \$59.95)

John Madden Football

Football sim that features billboards for the Fox Network, Madden's broadcast home. (Electronic Arts; 800-245-4525; 3DO, \$59.95)

Johnny Mnemonic

A futuristic adventure based on the upcoming movie that promotes every Sony product under the sun. (Sony Imagesoft; 310-449-2100; DOS CD/Mac CD/Sega CD, approximately \$59.95)

Slam City

All video basketball game starring all-star Scottie Pippen that highlights Pippen's agent, top sneaker maker Nike. (Digital Pictures; 415-345-5300; DOS CD/Sega CD, street price \$60)

Return Fire

An action game that has a recruitment ad for the U.S. Army. (Proflig Publishing; 818-637-6060; 3DO, \$59.95)

Electronic Entertainment

Back Issues

⁰¹ 1	January 1994	Premiere Issue	\$9.95	⁰¹ 10	October 1994	Dark Forces	\$3.95
⁰¹ 2	February 1994	Hollywood	\$3.95	⁰¹ 11	November 1994	Star Trek (includes free CD-ROM*)	\$5.95
⁰¹ 3	March 1994	Rock 'n' Roll	\$3.95	⁰¹ 12	December 1994	Doom Killer (includes free CD-ROM*)	\$5.95
⁰¹ 4	April 1994	Multimedia Party	\$3.95	⁰¹ 13	January 1995	Jet Envoy (includes free CD-ROM*)	\$5.95
⁰¹ 5	May 1994	Digital Escapes	\$3.95	⁰¹ 14	February 1995	MTV's Club Dead (includes free CD-ROM*)	\$5.95
⁰¹ 6	June 1994	Discover the Future of Multimedia	\$3.95	⁰¹ 15	March 1995	Editor's Choice Awards (includes free CD-ROM)**	\$5.95
⁰¹ 7	July 1994	Multimedia To The Max	\$3.95	⁰¹ 16	April 1995	50 Games on the Drawing Board for '95! (includes free CD-ROM)**	\$5.95
⁰¹ 8	August 1994	Cybersex	\$3.95	⁰¹ 17	May 1995	The Greatest Multiplayer Games	\$5.95
⁰¹ 9	September 1994	Power Play	\$3.95	⁰¹ 18	June 1995	Preview: Advanced Gaming Systems (includes free CD-ROM)**	\$5.95



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AGES 4-10

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KCP-0407

FULL THROTTLE™

By Rick Raymo



Having trouble getting Full Throttle out of first gear? Just pouring on the gas isn't enough to get you through LucasArts' new action/adventure motorcycle game, but *Electronic Entertainment* will keep you rolling—at least through the first few puzzles. From there on, you and Ben are on your own, but hey, at least you'll have a full head of steam.

As a general rule, Full Throttle is fairly linear; you won't find multiple paths to follow or different endings to achieve. You don't have to do everything in an exact order, but you must complete certain steps before you can move on to the next region of the game. Our exclusive Guided Tour of this animated DOS CD will help you get started.

To set the scene: Motorcycle magnate Malcolm Corley (with voice acting by Hamilton Camp) and his evil underling, Adrian Ripburger, tried to convince Ben (your alter ego) to hire out his gang, the Polecats, as muscle for the upcoming stockholders' meeting. Ben refused, so the charming Mr. Ripburger (voice supplied by the soon-to-be ubiquitous Mark Hamill) had his henchmen stuff Ben in the dumpster. Meanwhile, Ripburger managed to trick the rest of the Polecats into attending the meeting. The rest is up to Ben (voiced by Roy Conrad, a veteran of the movies *Village of the Damned* and the upcoming *Casino*)—and you.

Think of this story as training wheels for your own motorcycle adventure.



1 Have a nice nap, Benny-boy? Rise and shine, pal. You can vent some frustration by walling on the sides of the dumpster, or just give the lid a knuckle kiss and climb on out.



3 Time to chat with Quahog, the bartender. He's not the most helpful guy around, unless you offer some friendly persuasion. Maybe it's time to make him chew some bartop. Give the guy a hand, would ya?



2 The bike's parked in front of the Kickstand, but where the hell are the keys? Someone inside might have some info. Have you tried knocking? No luck? Might as well make like a Rockette.

5 Meet Maureen. She normally repairs old toasters, but this time she's decided to help put you and your hog back together. She'll tell you what parts you need. On your way out the door, pick up the length of hose and gas can.



4 Damned Rottwheels—they act like they own the road. Show this one the error of his ways and teach him what the word skidmark actually means. Punch, kick, and move your bike toward Mr. Big-Dumb-and-Ugly to unseat him. Just don't pull a victory wheeltie—oops. Too late.



6 Try Todd's Trailer first. Note the flashing and noise coming from the area below the skylight. Can you say welding? Give the front door a knock. Todd sure is a sweet guy, huh? Go ahead and boot in the door.



Todd's Trailer

8 This time knock on the door, and while Todd is grogging at you, give the door a solid kick. This knocks Toddles out cold and lets you go down and collect the welding kit. Click on the area where the chest was. Mo will be pleased.

7 Nice place. Open the cupboard to get the lockpick and crack the fridge to snag the meat. Take a look at the chest on the right-hand wall. You can't get in, so it's time to leave and try again.





10 Climbing the Gas Tower in search of petrol is noisy and hazardous. Ben chooses the better part of valor and high-tails it out of there. Guess you ought to try another method. But keep that alarm in mind for calling in the troops later in the game.



9 Now head for the Gas Tower. Pick the lock, but remember to collect it after Ben tosses it to the ground. You never know when a lock might come in handy. Once you open the door and grab the hardware, head on in.



11 Touch the rail on the ladder—when the alarm goes off, hide behind the tank in the left-hand corner.

The Gas Tower

12 Once the two goons on the hover-sized land and head up the tower to search for you, apply the gas can and the length of hose to the sled's tank and your mouth to the hose. Siphon city. Two parts down, one to go.

14 Yikes! Searching the parts pile gets Little Todd's attention. Ben hates mutts. Try going down the wall and to the right.

13 Todd's Junk Yard is next on your agenda. Pulling the chain and diving for the door merely sends Ben stage-diving onto the concrete. Try the lock on the sliding door before putting your hands on the chain.



Todd's Junk Yard

16 Bingo, Ben-sant! You got it, pal. Now for the forks. To the parts pile with you.



17 The bike's better than new! The lovely and talented Mo added a special Vulture's booster to the mix for more speed. You're outta this burg and on your way.



15 When you reach the 12 cars on the right, use the meat you picked up earlier on one of the cars. Go back to the left and climb to the control cab on the crane; you'll see a magnet overhead. The button turns the magnet on and off, the middle lever moves the crane, and the left stick raises the magnet up and down. When the dog is in the heap with the meat (you can tell because it's shaking), run back and head up to the controls. Orop the magnet on Fido's Ferrari and haul his butt up into the air as far as the crane will take him.



A New Twist on Multimedia



Your average hot-air balloon ride, NVIDIA style.



Your average hot-air balloon ride.

Sure, the video sequences in today's computer games help add depth, but who really wants to just sit and watch a bunch of over-the-hill thespians spouting lines from a mediocre script between mouse clicks? On the other hand, while the characters in such animated jaunts as BioForge may give you full interactivity, they certainly don't appear all that human.

Now, if you could actually *control* real video actors and make them move around the screen where and when you wanted them to, *that* would be cool. A company called NVIDIA has developed a "multimedia accelerator chip" that just may deliver this winning

combination of video and interactivity.

NVIDIA's chip sits on a graphics board and handles a variety of multimedia chores. For starters, it supports the "digital peripheral interface," a less processing-intensive way of connecting peripherals such as joysticks. It also supplies wavetable sound reproduction, 3-D graphics acceleration, video acceleration, and—best of all—video texture mapping.

Why is video texture mapping so important? Because game developers are no longer limited to static images on moving objects. For example, a 3-D rendered fighter could have a standard

texture-mapped body, but a video-mapped face that would respond with appropriate expressions during the action. That would create a much more realistic and human-looking character that could still be manipulated directly by the player.

How much will you have to pay for all this? Would you believe around \$200 for a low-end card and only \$350 to \$400 for a high-end VRAM version? Of course, hardware and software developers have to adopt the NVIDIA technology before any of this is possible, but that's happening, too. Diamond Multimedia has already said it will produce NVIDIA-based cards. NVIDIA says other vendors are also lining up to supply cards for the chip. Look for the first examples to hit shelves this summer.

Scouting Report Game News You Can Use

The sequel to Warcraft: Orcs and Humans, **Warcraft II: Tides of Darkness**, will be out by Christmas from Blizzard Entertainment on DOS CD-ROM for approximately \$50. The action begins as the Humans cross the Great Sea to rebuild their society, free from attack by the Orc hordes. Unfortunately, the Orcs won't let things rest that easily, and they soon pursue the Humans with an army of flying griffins and dragons. As commander of either army, engage in tactical warfare by land, sea, and air. New multiplayer options even let you play against as many as seven human opponents across a network.

If you're the type who sleeps all day and

only comes out at night, look for White Wolf and GT Interactive Software's role-playing



Tides of Darkness continues the bloody saga of the battle between the Orc and Human civilizations.

game **Vampire: The Masquerade**, due in October for \$49.95. The title, based on the

World of Darkness book series from the White Wolf story company, immerses you in the "gothic punk" world of New York City vampires. As a young bloodsucker, travel through a dark, underground world and experience firsthand the life of modern-day vampires.

BMG Interactive Entertainment and **DMA Design** of the United Kingdom—the folks behind *Hired Guns* and *Lemmings*—have signed a multimillion-dollar partnership to develop and publish four PC games. In other wheeling and dealing, **Interplay** has signed an exclusive agreement with **Parallax Software**, the developers of *Descent*, to publish and distribute Parallax's next four titles. Interplay has also obtained the exclusive license to the *Descent* game engine for as many as six future titles.

Champion Tips and Cheats

Get some serious armor and weapons with a **Metaitech: Battledrome** secret code.



Metaitech: Battledrome

1. When you log in type an asterisk followed by your name, i.e. "Jeff"
2. Receive enough money to buy the best armor and weapons.

Warcraft: Orcs and Humans

1. To enable cheat mode, hit enter; at the MSG prompt, type corvin of amber
2. Hit enter and type the following codes for the following cheats:
pot of gold—Get gold
eye of newt—Gives all spells
iron forge—Increase weapon power
sally shears—Show entire map
hurry up guys—Speed men and building of structures
there can be only one—Kills enemy in one shot, near invincibility
yours truly—Finish level
crushing defeat—Lose battle
ides of march—Finish entire game

Wolfenstein-3D (Mac)

1. Type these codes for the following cheats:

burger—Full arsenal
wowzers—Lots of bullets and health
iddqd—Can you guess?
seger—Receive all keys
applelgs—Secret doors galore
mccall—Level warp

SimCity 2000

Type the following words while playing the Mac version:

"Joke"—SimCity humor
"Pomtipsguzzardo"—\$500,000 and all the rewards (Version 1.0)
 If there is a disaster and you hear cheering, keep an eye out for the superhero SuperSim—he's there to save the day. Also look in your lakes if you hear a low-pitched roar: You might make a Loch Ness Monster sighting. Finally, if you click on a flying helicopter, you can make it crash.

BlackThorne

To access these levels, select the passwords option and type one of these codes.

Level 2: FBWC

Level 3: QP7R

Final Level: K3CH

Warp to the final level with one of our **BlackThorne** cheat codes.

Accolade has decided to give Windows 95 a chance. Look for the scrolling arcade game **Super Bubsy for Windows 95** in August. The company also has a pair of DOS-based sports titles on the bill. **Unnecessary Roughness 95** (\$59.95) should be out in November and features 700 NFL players, plus 30 NFL teams and stadiums. In September, look for **Jack Nicklaus: Live at Muirfield Village** (\$59.95). The game will offer 8,000 digitized photos of the Muirfield Village course and 10 different tournament competitions.

Catapult Entertainment is extending its real-time interactive video game network, XBAND, to personal computers. All you need to play networked PC games over your telephone line is a computer with a 2400-baud modem and Catapult's PC software, which is being developed with assistance from Intel. No games have been announced yet, but Catapult plans to release ten old and new titles by the holiday season in the sports, action, and flight sim categories.

In movie news, **Home Improvement's** Pamela

Anderson will play Dark Horse Entertainment comic book heroine **Barb Wire** in the upcoming movie of the same name from Propaganda Films. Simultaneously, Dark Horse Interactive plans to produce a Barb Wire CD-ROM game.



Lap the competition with Papyrus' **NASCAR Track Pack**, which includes seven new international racing venues.

Also, Interplay has secured the interactive rights to Kevin Costner's upcoming Universal Pictures' film **Waterworld**. Interplay will produce video and CD-ROM games based on the movie.

Papyrus is aiming to extend your racing season with the new **NASCAR Track Pack** (street

price: \$30-\$35). The add-on features seven new race venues—such as Sears Point Raceway in Sonoma, California—on DOS CD-ROM. Watch for the Track Pack as well as the original NASCAR Racing to move from DOS to Windows and Mac in the fall. All the titles will be distributed by Virgin Interactive.

Luminaria, the maker of last year's mythological adventure **Wrath of the Gods**, sets its new historical adventure game, currently called **Aztec**, in the jungles of Mesoamerica. The graphic adventure/interactive drama will be produced in cooperation with Samsung Electronics and feature Hollywood talent as well as reconstructions of actual Aztec and Mayan sites from Mexico and Central America. Look for Discovery Multimedia to distribute the game in early 1996.

Look for Phase 9's new six-button joystick, the **Phantom 2**, which features four fire buttons on the face and two more action buttons up front as well as an eight-direction control. Right now, it will work with PC games that support four fire buttons, but games with six-button support are coming, such as **Super Street Fighter II Turbo**.

Pandora Device

By Bill Meyer



Things can get downright dirty in *Pandora Device*, especially in this sewer.

Do you believe the moon landings were a hoax? Do you tape every episode of *The X-Files*? Are you convinced the tabloid stories about aliens among us are true? Congratulations. *Pandora Device*—Access Software's upcoming sequel to its cinematic adventure *Under A Killing Moon*—was made for conspiracy nuts like you.

The alleged government cover-up of a 1941 UFO crash in Roswell, New Mexico, lies at the center of Tex Murphy's latest mystery. As the story goes, Uncle Sam discredited the farmers who claimed to have witnessed the crash, saying the locals had seen nothing more than a weather balloon. Conspiracy theorists and UFO proponents are convinced the Feds secretly spirited off the alien wreckage to a private military facility.

The game opens a

century later in the darkly evolved San Francisco of 2043, where bumbling gumshoe Tex Murphy (once again portrayed by Access exec Chris Jones) takes on a missing persons case—only to become entangled in the aftermath of the Roswell incident. That's only the beginning, as Tex soon stumbles onto an even more amazing secret.

As Tex, you're hired by a stately gentleman named Gordon Fitzpatrick to find his missing friend, Dr. Thomas Malloy, and Malloy's assistant, Sandra Collins. In true private-eye style, a series of tangled lives and hot leads drag Tex into the center of a National Security Agency cover-up rife with deceit and murder.

To stay in one piece and crack the case, Tex must locate Dr. Malloy, whose life's work has consisted of translating cryptic alien hieroglyphics from the Roswell crash. Then he must discover the significance of Dr. Malloy's *Pandora Device* and keep its secrets from falling into the wrong hands. Along the way, Tex's investigation takes him from his San Francisco home into the mountains of British Columbia and through ancient Native American ruins in the Arizona desert.

Pandora Device offers more than a new plot. Players who breezed through *Under A Killing Moon* will find 50 percent more puzzles to solve this time around. Access is also contemplating an expert level that will eliminate the game's hint feature but add new goodies and bonus points. The company is also making *Pandora Device*'s graphics more realistic and detailed; for example, Tex's San Francisco will now look like more than one long street.

To further increase the game's replay value, Tex can unravel the case three different ways. One path is pure Hollywood: If you do everything just right, you'll foil the man in black, save the world, and get the girl. The second path is vintage Murphy: He'll get teased by lots of women and lose some battles, but somehow win the war. There's also a dark, film noir route. Played this way, Tex degenerates from a



Remember police investigator Mac Malden? Well, his office gets a facelift.

Pandora Device
Access Software
800-793-0073

Platform: DOS CD
List Price: not yet priced

down-and-out but endearing gumshoe into a real Sam Spade—bitter, callous, self-serving, and indirectly responsible for a young girl's death. And once you fall to the dark side, you're stuck: The best you can do is save the world and a piece of your conscience.

Key decisions early in the adventure, such as how you respond to romantic interest Chelsea (the magazine peddler from *Under A Killing Moon*), start Tex on one of the three routes. The locations and characters don't change much from path to path, but Tex's attitude and motivations do, and this alters the interaction between characters—and the course of the game. Hence, Pandora Device will have six different ways to complete the game—a pair of possibilities for each path. Access thinks Pandora Device's multiple paths and moods will get more players emotionally involved in the game than the single-toned *Under A Killing Moon*, because Tex will reflect an array of attitudes appropriate to different personalities.

No matter which route you take, you'll get a chance to catch up with old friends. Apart from Chelsea, there's Louie, owner of the Brew & Stew, and Clint the Bum.

While the game's 3-D exploration and conversational interfaces won't change significantly, production values on this \$3 million sequel should be much higher. For starters, other than Jones, you won't see the acting—um, *talents* of any Access employees. This time, even the smallest cameos are handled by professional actors. Access also recruited Hollywood special effects veterans and fall guys to create realistic stunts, such as a gunfight, and they enlisted Hollywood script doctor Scott Yeagman to polish Jones' and Aaron Conner's 150-page script.

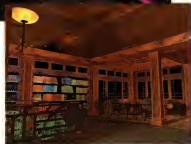
Because Pandora Device isn't a direct sequel to *Under A Killing Moon*, you won't find Brian Keith and Margot Kidder. Instead, *Northern Exposure*'s Barry Corbin plays the diabolical Jackson Cross, leader of the NSA coverup. The role of Malloy is covered by '50s and '60s sci-fi staple John Agar, who began his career alongside John Wayne and Henry Fonda in such classic Westerns as *Fort Apache* and *She Wore a Yellow Ribbon*. B-movie beauty and former



The Fuchsia Flamingo features some lively nightlife and big clues about Dr. Malloy.

Charlie's Angel Tanya Roberts is Malloy's femme fatale daughter Regan Madsen. And veteran actor Kevin McCarthy, star of both the '50s' and '70s' versions of *Invasion of the Body Snatchers*, adds even more sci-fi expertise as Gordon Fitzpatrick.

The Hollywood connection makes sense, because the game will also appear as a full-length novel—written by Conners—and an independent film. Australian Adrian Carr—a lead editor on *The Man From Snowy River* and sex, lies, and videotape and director of a number of popular Australian films—helms both the game and the movie.



You'll find one of Dr. Malloy's Chinese puzzle boxes at his friend Dewitt's mansion in British Columbia.



Once In the Roswell Complex, keep your eyes peeled; things can get pretty hairy.

talent and a new studio should help players forget *Under A Killing Moon*'s amateurish lighting and camera work. The new game will feature multiple angles, dramatic lighting effects, and actors who don't miss their cues.

The production effort and trendy concept could make Pandora Device a real winner with adventure game mavens. But just like Roswell, it's all conjecture until it reaches this galaxy at the end of the year.



Mac Malden will interrogate you about the death of an NSA agent in this dimly lit room.

Access' big investments in



You finally confront the mysterious Dr. Malloy in this warehouse by the piers.

Discworld

By Christopher Lindquist

Ah, licensing, the game developer's friend. Take a concept that made a splash in one format—book, movie, TV show, bumper sticker, whatever—and convert it into a computer game. Voila! A title with an instant audience and, hopefully, instant sales. All too often, though, the games themselves turn out to be dogs that never should have left the kennel.

Psygnosis' *Discworld* proves that doesn't always have to be the case. Fans of Terry Pratchett's series of *Discworld* fantasy novels



Dragons don't exist unless someone believes in them. But this one seems real enough.

witch; the Librarian (don't call him a monkey); and, of course, DEATH. While Pratchett himself did not pen the game's script, dialogue writer Paul Kidd is obviously familiar with the style. Unfortunately that style—so hilarious in print—often falls a bit flat when spoken, even if the speaker is Eric Idle of *Monty Python* fame, who plays Rincewind.

Still, the game is far funnier than most gaming attempts at humor. And the game play itself is even better than that. Anyone who has felt shortchanged by games such as *Under a Killing Moon*—in terms of hours of play for the dollar anyway—will have nothing to complain about in *Discworld*. Dozens of items and puzzles are spread throughout myriad rooms and locations. While the puzzles start out fairly simple, they soon become Stygian, with many requiring a firm grasp of the absurd. Indeed, some of the puzzles may push the limits of patience for novice gamers; even experienced adventure gamers may find themselves stumped at times. But where logic fails, trial and error can prevail.

Unfortunately, *Discworld* suffers from a few errors

of its own. The graphics and animation are merely average for this type of game and contain occasional glitches, such as momentary disappearance of the characters from the screen. The game's sound is also imperfect. In a few places, the spoken lines are inexplicably replaced by text, even with the subtitle option turned off, and characters sometimes repeat lines more than once. Also, not every character action is accompanied by an appropriate sound effect and some of the existing sound effects are badly timed.

Still, while *Discworld* may not win any awards for technical excellence, it won't disappoint serious adventure players. Terry Pratchett fans won't mind it either.

- Always move the cursor slowly around the entire screen to find every usable object. Some "background" objects and locations may be accessible but hidden.
- You'll have to return to certain locations several times throughout the game to pick up objects unavailable to you on the first attempt.
- Pick up everything you can, but pay close attention to items that emit a chiming sound when you grab them. These are the important ones.
- Talk to everyone. While much of the banter is just idle chatter—so to speak—some conversations are mandatory steps in solving puzzles. Chat with everyone you see when visiting the Patrician's palace, for example.
- There are two ends to every street.
- Custard makes the *Discworld* go 'round.
- Dragons can be rather vain. Indeed, simply showing one a mirror may cause some heavy breathing.



There's no gold at the end of this rainbow, but there are coconuts.

You'll find much to see and do inside Unseen University, home to powerful—and peckish—mages.



have grown to love his offbeat—and decidedly British—sense of humor. (Who else but an Englishman could have come up with the concept of a flat planet being transported through space on the backs of four giant elephants—themselves riding on the back of an even more giant turtle?) While *Discworld*, the game, doesn't maintain the laugh-a-minute pace of Pratchett's books, it does succeed in capturing at least part of *Discworld*'s off-beat flavor, plus it provides hours of challenging game play.

Pratchett readers will recognize the bedraggled protagonist Rincewind, a hapless wizard wanna-be from Unseen University. Seems there's a dragon loose in the city of Ankh-Morpork, and it's up to Rincewind to stop it. You guide the wandless wizard and his magical Luggage around the Disc via mouse or keyboard. You interact with many other characters from the novels, including Carrot, the six-foot dwarf; Nanny Ogg, the randy

Discworld

Psygnosis
800-438-7794

Developer:
Perfect 10 Productions
Platform: DOS CD, DOS
Requires: 386, 4MB RAM, VGA,
Sound Blaster compatible
List Price: \$59.95



GAME PLAY: ★ ★ ★ ★

GETTING STARTED: ★ ★ ★

GRAPHICS: ★ ★ ★

SOUND CHECK: ★ ★ ★

VALUE: ★ ★ ★ ★

A smart, funny—and long—gaming tribute to Terry Pratchett's *Discworld*.



**LOSE
BLOOD
NOW!**
ASK ME HOW

This fast-paced, splatter-packed CD-ROM movie-based interactive adventure features real movie clips (from the movie *Pumpkinhead II: Bloodwings*), real movie music, and real movie stars, such as Pumpkinhead himself, smiling above, and Roger Clinton, the President's more successful brother! You'll get everything but real blood on your computer. This game is sure to get your blood pumping!

PREMIERS THIS SUMMER FOR YOUR PC CD-ROM



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STEVE KANALY



ROGER CLINTON



AMI DOLENZ



ANDY ROBINSON

BLOODWINGS

PUMPKINHEAD'S REVENGE



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The Daedalus Encounter

By Bill Meyer



The action gets a little steamy in the Meditation Chamber.

Despite the presence of the lovely Tia Carrere, The Daedalus Encounter has a lot more than a pretty face. The game also features some incredible art, but that's not the whole story either. Rest assured that Daedalus' well-written tale and exciting game play are not just an excuse to cash in on adolescent male fantasies.

Wisely, developer Mechadeus uses Daedalus' live actors,

cinematic accents, and elaborate special effects to increase the game's drama and realism—not take it over completely. Of course, Daedalus wouldn't be Daedalus

You'll run into this ugly while searching a Yakkar freighter.



Most players found Critical Path—Mechadeus' 1993 release—too short, too easy, and not interactive enough. No one can say that about The Daedalus Encounter. This three-CD game features a complex plot, three levels of difficulty, and three separate game segments: scripted exploration with Ari and Zack, free exploration on your own, and a startling final sequence. Each segment elegantly combines hard-core puzzle solving, Myst-like exploration, and even a bit of finger-twitching action—all within a sophisticated and often humorous interactive movie. Also, unlike Critical Path, you're not stuck in a control room. Daedalus cleverly puts your eyes and ears in a probe that can move, act, communicate, and get damaged. This game actually makes you feel like you're part of the action.

You play Casey, who has been reduced in an accident to a brain that is hard-wired to Ari and Zack's ship, the Artemis. From here, you dispatch your probe, which allows you to wander with Ari and Zack about the Daedalus, the alien ship on which you are marooned. On board, you'll have to make your way through as many as 30 different geometric door puzzles that open the five different sections of the ship. Four of those sections present at least one other puzzler, including a tricky maze in the Ship's Farm.

The live-action video sequences include several life-and-death situations that make you use your probe controls, such as the grappling hook or light emitter. Blast at alien Krinn with your laser, grab Zack and fly him to safety without overheating your probe, shut off a force field that threatens to fry Ari, and more. You also have to solve the occasional timed puzzle to turn on your ship's life support system, among other things.

Mixing these types of game play works because Mechadeus ingeniously weaves game action into the cinematics. Daedalus the movie and Daedalus the game coexist without a conflict. Each strengthens the other. In The Daedalus Encounter, you're not just watching an interactive movie; you're immersing

yourself in a sophisticated, high-quality game.

The Daedalus Encounter

Virgin Interactive
Entertainment
800-874-4607

Developer: Mechadeus
Platform: Win CD, Mac CD
Requires: 486DX/33, Super VGA, double-speed CD-ROM drive, 8MB RAM, Windows 3.1
Street Price: \$50-\$70

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★ ★

The Daedalus Encounter beautifully integrates complex plot and game play with state-of-the-art cinema.



Point your analyzer at everything, especially the colored shapes on the five locked doors.

They can be saved by color and used to retrieve pods. • Save all Seti engravings in the Seminary with your analyzer. You'll need these for communication later on. • Familiarize yourself with your functions, and remember to always run your diagnostics and startup before initializing your probe. • Whenever you are free to explore an area, keep your eye out for a pod, which holds the orbs you need to win. • Draw a map when you find yourself in the maze near the Farm; it'll save you some time.



Solve this puzzle to turn on your ship's life support systems.



Don pressure suits to get your first look inside the Daedalus.

without Tia (star of the *Wayne's World* movies and *True Lies*) as Ari—or Christian Bocher as Zack, for that matter. The game's computer-generated graphics magic is spellbinding, too. But for once, the game behind all this window dressing gets equal billing with the stars.

The Scroll

Some Things Are Better Left Dead And Buried.



Its spell petrified a city's populace, encoiled a prince of Ancient Egypt to spread the cult of the dark god, Nyankhorep, and ensured that the blood of the serpent people ran through the veins of all his descendants. Centuries would pass, and it would be buried at the end of a long, lost tunnel in a temple beneath the unsuspecting city of Alexandria. But in 1920, one Yussuf Al Rashid begins to dig a hiding place for his ill-begotten money and unearths the 2,000 year old magical scroll which sets in motion an adventure which begins with death and could finish with the end of the world.



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PC CD-ROM

Flight Sims Reach New Heights

By Christopher Lindquist

For more than a decade, Microsoft Flight Simulator has dominated the civilian skies. Over the years, the Flight Sim juggernaut has been bolstered by a plethora of books and add-on disks, and Microsoft's latest release, Flight Simulator Version 5.1, ups the ante yet again. But now there's a high-flying new competitor for the role of sky king.

Looking Glass Technologies—which includes the developers behind such hits as System Shock, Ultima Underworld, and even Electronic Arts' popular Chuck Yeager's Air Combat—has just released Flight Unlimited, an aerobatics sim that sets new benchmarks for both technology and ease-of-use.

Designed as a "playground" for experiencing high-performance flight, Flight Unlimited offers three-dimensional scenery so breathtaking that casual observers may think it's video of an actual flight. The sights do get more pixelated as you approach the ground, and the hills in our pre-release version sometimes seemed to "pulse" as we approached them. From 5,000 feet, though, you could swear you're in the air.

Flight Simulator 5.1 has also improved its scenery detail, but it can't hold a candle to Flight Unlimited. While the world of Flight Unlimited undulates with canyons, plateaus, and hills, the ground in Flight Simulator 5.1 feels somewhat flat even at the highest resolutions. Flight Unlimited also offers an incredible number of external and internal views (unlike Flight Simulator's more limited cockpit, control tower, track, and chase-plane choices), including fly-by-

cameras, chase cameras, a 3-D cockpit with working instruments, full screen, and multiple screen. Shadows flow across the controls as you turn and roll. Even control surfaces such as rudder and elevators move realistically while you watch.

But don't go looking for well-defined buildings, roads, and landmarks like those in Flight Simulator 5.1. You can't check out the board holding up the Statue of Liberty—or even come



Things look good over the wing of your Pitts.

anywhere near Lady Liberty. Flight Unlimited derives its terrain data from actual aerial photographs surrounding the five supplied airports (Denali, Alaska; Springfield, Vermont; Skybruce, Virginia; Waterville, Maine; and Sedona, Arizona). These are not exactly urban centers, and the surrounding terrain is heavy on trees and grass, not man-made attractions. More importantly, unlike Microsoft Flight Simulator, you can't fly point-to-point. Once you select an airport, you're limited to zooming around the local area. Go too

Flight Unlimited's controls are basic but functional.



This is some pretty cool scenery to sail over.

Flight Unlimited

Virgin Interactive Entertainment
800-874-6807

Developer: Looking Glass Technologies

Platform: DOS CD

Requires: 486/50, 8MB RAM, MS-DOS 5.0, VESA-compliant Super VGA, double-speed CD-ROM drive, Sound Blaster compatible, mouse

List Price: \$79.95

GAME PLAY: ★ ★ ★ ★ ★

GETTING STARTED: ★ ★ ★ ★ ★

GRAPHICS: ★ ★ ★ ★ ★

SOUND CHECK: ★ ★ ★ ★ ★

VALUE: ★ ★ ★ ★ ★

Flight Unlimited sets a new flight sim standard.

Don't over-control in either sim. Keep a light touch on the stick and use small move-

ments to correct your heading. Large motions can get you into trouble fast, especially at the higher realism settings. • Get used to using your rudder. Sure, you can get by without it, but you won't really experience flying until you're using all the controls. • In Flight Simulator, you can always hit the X key to land at a nearby airport—useful if you're tired of crashing. In Flight Unlimited, you have to get on the ground yourself. • The 3-D cockpit view in Flight Unlimited lets you turn your head during maneuvers. Familiarize yourself with the feature; it's important for properly executing some advanced maneuvers.

far, and the scenery loops back, artificially truncating attempts at cross-country jaunts.

Flight Simulator 5.1, on the other hand, takes you anywhere you want to go. The CD-ROM version spans the globe with more than 200 airports, complete with the proper navigational signals to let you practice your instrument flying. And the scenery is dotted with renditions of dozens of major mountain ranges and famous landmarks, including the Golden Gate Bridge and the aforementioned Statue.

Flight Unlimited isn't intended to take Flight Simulator's place as the vanguard for fly-all-day-to-get-to-Houston realism, nor can you practice for your instrument rating. In addition, Flight Unlimited gauges never break, and the weather is always perfect. Flight Simulator 5.1 lets you include the possibility of equipment failure and inclement conditions. So if you're looking for a realistic shot at engine failure during a windstorm at night, go for Flight Simulator.

But Flight Unlimited tops Flight Simulator in a couple key areas for beginners: user interface and flight training. Flight Simulator 5.1 still depends on its standard Windows-like menu system to adjust all its options. It's functional—and dull. Flight Unlimited creates a 3-D world from the get-go. You begin in one of five fixed bases of operations, a first-person 3-D depiction of a building off the runway. After entering your personal info into a flight log, you're free to roam. Click on the white board to take a lesson, select the revolving globe to pick another location, or click on a model of the plane you want to fly. Flight Unlimited's icon-oriented options menus are a snap to understand and use. Want a strong northerly wind? Forget the manual: Just click on the Wind Direction compass rose and Wind Strength icon.

If you're looking to learn about flying, Flight Simulator 5.1 includes more than two dozen lessons. But each one consists of a demonstration with a line of text across the bottom of the flight window, followed by a few vague comments and some nearly indecipherable performance graphs. Flight Unlimited boasts 30 lessons, ranging from maintaining level flight to performing a Cuban Eight. Select the lesson you want, and you're presented with a white board that spells out the details of the maneuver. Once in the air, a virtual flight instructor takes you through it step-by-step, then hands you the stick. Accurate verbal and visual feedback lets you know how you're doing. At the end of each attempt, you'll get an on-screen rating and some advice on how to do better the next time.

That's not to say that Flight Simulator 5.1 is outclassed. Hardly. Flight Simulator 5.1 has features not found in Flight Unlimited, including support for



Here's where it all begins in Flight Sim 5.1.



Nothing like a sailplane ride over the Golden Gate.

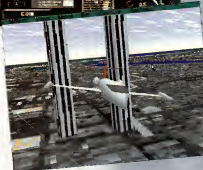
two players via modem and use of "dynamic scenery," such as other air traffic, to bring its world to life. In Flight Unlimited, you soar alone.

Both sims offer various sorts of "games" to keep you occupied. Flight Unlimited challenges you to navigate ever-more-difficult "hoop courses." Flight Simulator 5.1 lets you play several scenarios, including follow-the-leader or practice-your-crop-dusting. Flight Unlimited provides five aerobatics-ready aircraft (Extra 300S, Bellanca Decathlon, Pitts, Sukhoi, and the Grob glider), while Flight Simulator offers a choice of four more diverse planes (Sopwith Camel, Cessna Skylane, Learjet, and Schweizer sailplane).

Flight Unlimited claims that its flight modeling technique, called "computational fluid dynamics," is the best around, and that may be so. But Flight Simulator 5.1 has improved its own modeling to produce more realistic dives and spins. Both feel fine: We'll leave the rest of the argument to physicists and professional pilots.

So which one of these superb flight sims is for you? If you're mainly interested in the joy of stunt-filled soaring over wonderful scenery, Flight Unlimited wins by a landslide. If you want to try instrument flying or are intrigued by the idea of traveling from one airport to the next, go for Flight Simulator 5.1. If you're running a 386 or low-end 486/33 computer, Flight Simulator is your only option. Flight Unlimited's beauty eats computing power for breakfast, and you need a 486/66 or Pentium to fully appreciate the experience.

Of course, serious flight-sim fans will have to own 'em both.



Through the twin towers and off to Lady Liberty.

Microsoft Flight Simulator 5.1

Microsoft
206-882-8080

Platform: DOS CD, DOS
Requires: 386SX, 4MB RAM,
MS-DOS 5.0, VGA
List Price: DOS CD, \$59.95; DOS,
\$49.95 (\$10 discount for owners of
previous versions)

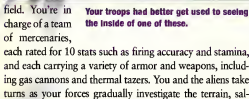
GAME PLAY: ★ ★ ★ ★
GETTING STARTED: ★ ★ ★
GRAPHICS: ★ ★ ★ ★
SOUND CHECK: ★ ★ ★
VALUE: ★ ★ ★ ★

No longer alone in the sky, Flight Sim 5.1 still offers features you won't find anywhere else.

By Barry Brenesal

Success in *Terror from the Deep* requires a two-tiered approach, as did its predecessor. First, there's the strategic level, where you must make important decisions regarding appropriate technologies to study at any given time—which armaments

Once you locate alien bases in the undersea geoscapes, *Terror from the Deep* moves to a 3-D, isometric battle-



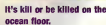
raging alien technology and killing off aliens. Don't expect pushover opponents, however. These guys are very good, and they're constantly upping the stakes. You can speed up the game time if things seem to be dragging, and major events automatically trigger a pause.

Defense. That's fine, because the screens are excellent. In fact, *Terror from the Deep's* seascapes are a topographical delight that surpasses the originals for sheer richness.

There's another similarity between

Terror from the Deep and its predecessor—neither is easy to play. The aliens strike at random, and some of your donor nations will invariably get upset and cut your funds. You never know what you're up against next, until it hits you right in the face.

For a highly challenging strategy game that's easy to learn but difficult to win, don't pass up X-COM: Terror from the Deep. This sequel is as good as the original, and it's one of the best games out there.



Just one of the enemies you must eliminate.

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Blood Bowl

By Shane Mooney

Blood Bowl automatically shows instant replays of all the great throws and interceptions.



The enemy is getting ready to throw the ball. Better hope you moved your men into a position to intercept.



For a mere 200,000 gold pieces, Mr. Congeniality here can be a star player for your team.

In the year 2494, the Ogres, Dwarfs, and other bizarre beings of the Warhammer universe have finally managed to put aside their crude weapons of destruction. Now, these demented denizens settle their differences like civilized barbarians—they engage in the gladiatorial ritual affectionately labeled Blood Bowl.

Combining the ancient sports of rugby and football with a few sanguinary strategies, eight teams battle for the Blood Bowl title. Each team, as well as each individual player, has its own strengths and weaknesses; the Undead, for example, are poor passers but extremely hard to kill. Just as in Games Workshops'

popular board game of the same name, it's your job to take whichever team you've picked and coach them to victory—with a minimal number of casualties.

Once you've selected your battle formation, such as Pick The Scab, the game begins with the traditional kicking of the pig bladder. While you play, you're given a bird's-eye view of the gridiron, which can be made of either astrogranite, grass, or ice, each with its own unique playing conditions.

Blood Bowl divides the playing field into squares and gives individual players a fixed number of Movement Allowances per

turn. Yes, turns. Despite its haemoglobin-soaked scenario, this game emphasizes strategy, not action. On each successive turn, you move your throwers, blitzers, and linemen into strategic positions.

As you move your ball carrier down the field, you can opt to run, throw the ball, or hand it off. You can also attempt to clear a path for your carrier by bowling over your opponents. If your man is stronger, you shove the enemy out of the way or, better yet, knock him out of the game. Smart coaches surround the ball carrier with big, dumb linemen. But be warned: If you use the wrong man for the job, you may have to forfeit your turn and can even cause serious injury to your own player.

The opposing team members have death and dismemberment on their minds as well. Don't worry, though—the game isn't all blood-and-guts. There are some rules other than "kill or be killed." If you're lucky, when the enemy takes out one of your players, he may even be penalized for roughing and forfeit the rest of his movement allowances. And you can use your gold winnings to buy star players who've become free agents.

A spoken play-by-play spices the action, but the announcing could stand some fine-tuning. The bad Jack Nicholson impersonator speaks in disjointed sentences, so the commentary sounds something like "That was...Crowbar Breakleg...of the...Darkside Cowboys...making a great play." If the voice doesn't sound natural, I'd rather just read the stuff on the screen. Also, the game comes with only eight teams, which figures to be a pretty short season (although MicroLeague does promise to release an expansion disk soon with more teams).

Minor annoyances aside, Blood Bowl successfully combines enough strategy, solid artificial intelligence, and good old-fashioned violence to satisfy both sports-oriented war gamers and bloodthirsty sports fans.

Blood Bowl

MicroLeague
302-368-9990

Developer: Destiny Software,
Subway Software
Platform: DOS, DOS CD
Requires: 486SX/25, 4MB RAM,
DOS 5.0, VGA, double-speed CD ROM
drive, sound card, mouse
List Price: \$59.95



GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★
VALUE:	★ ★ ★ ★

A great board game, successfully ported to the computer, that's true to the original.

For gamers who want to dive into the savage game play right away, click "Continue"

Season" immediately after installation. You'll find a preprogrammed All-Star League ready for action. • If you find your players are getting killed—literally—too often, buy free agents with the "regenerate" skill. They can be killed but will always eventually come back. • Whenever possible, choose the same playing surface as your team's home field. This will often enhance your players' strengths and agility. • Pick a team and stick with them. Get to know what players can catch, throw, and block, and you'll be better able to use them properly in any given situation.

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Awful Green Things From Outer Space is the wonderfully humorous board game by noted designer Steve Jackson, now in a fun-filled CD-ROM format. Armed with outrageous weapons such as fire extinguishers, electric fences, gas grenades and the ever-popular canister of Zgwortz, you defend yourself against the onslaught of beasts from the far reaches of the universe.



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Machiavelli the Prince

By Barry Brenesal

Some games fail in the marketplace but gain an underground reputation for quality. That was the case more than a year ago with *Merchant Prince*, when it was released by QQP. Now, you have a chance to see what the insiders knew all along; MicroProse has visually upgraded *Merchant Prince* and rereleased it as *Machiavelli the Prince*.

Machiavelli the Prince is a strategy-based simulation of Renaissance chicanery. You start as the head of one of four families in Venice, sending ships and caravans in search of new trade areas. As your cash base grows, you get the opportunity to compete in other arenas, including military conflicts and politics.

Don't look for balance in *Machiavelli the Prince*. What gives this game its unusual flavor is the extraordinary tension

between its contrasting parts. You have to cooperate with other families, for instance, so that Venice remains safe from mercenaries, pirates, and other armies; otherwise, you all lose. Also, forming protective cartels is the only way to stop mutually destructive family wars early in the game.

Later on, if you buy the favors of enough members of the Venetian Senate to get elected Doge, you'll have to give important posts to other players that affect their income and power base. The Admiral controls Venice's fleet, for instance. The Council Head can accuse any senator of treason, possibly ousting him in the process. Keeping your friendly enemies happy but under control is a fine art in *Machiavelli the Prince*.

Did I say *friendly* enemies? It's true; there is a strong tendency built into *Machiavelli the Prince* to cut loose and savage everybody in sight. You can secretly hire arsonists, rumormongers, and assassins to destroy your opponents' warehouses, reputations, and people. Watch yourself,

though: If you fail, you'll lose valuable popularity, and your opponents may start a vendetta.

If they do, you'll have a nice view of the results. Excellent top-down Super VGA graphics are used throughout the game. The overland map is particularly ingenious: a shadowy black-and-white area resolves into clear, well-colored landscapes as you

Skulduggery will sometimes win where other means fail.

"discover" new territory. And you can build your own routes between locations, so you never have to worry about all roads leading to Rome. Also, you can either play using a historically accurate map of Europe or let the game create a random map for you to explore.

Some more atmosphere would have been welcome, however. Only one city is displayed—Venice—and the music lacks flavor and variety. And don't look for networking capabilities: While you can play via modem, you're limited to two human and two computer-driven players.

Still, there's no denying the unusual flavor of *Machiavelli the Prince*. Cooperation and ruthless competition walk hand-in-hand throughout the game—with daggers drawn

all the while. Consider it highly recommended.



Robbery is a way of life for some...



...while others prefer the tests of battle.



Machiavelli the Prince

MicroProse
800-879-7529

Developer: HOI
Platform: DOS, DOS CD
Requires: 386, 4MB RAM,
MS-DOS 5.0, Super VGA, mouse
List Price: \$47.95

GAME PLAY: ★ ★ ★ ★ ★
GETTING STARTED: ★ ★ ★ ★ ★
GRAPHICS: ★ ★ ★ ★ ★
SOUND CHECK: ★ ★ ★ ★ ★
VALUE: ★ ★ ★ ★ ★

An excellent strategy-based simulation of cooperation and deception in the Italian Renaissance.



• If you play using the historical map, a little knowledge of history will give you a big edge.

Knowing that hurs were particularly cheap in Russia, for instance, is helpful. • Officers of the State can successfully wield their powers without fear of repercussions. A player-directed Pope, however, should be careful of abusing his vast powers and running the risk of widespread revolt. • Popularity is the key to avoiding assassination. Subdue pirates, throw gales, buy villas. Look good in the public eye, and you'll sleep a lot easier.

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Jagged Alliance

By Barry Brenesal

There's a little problem on the tropical island of Metavira. His name is Lucas Santino, a renegade scientist who's using his army to corner the world's supply of medicinal Fallow sap. That's where you come in—with your connections to A.I.M., the Association of International Mercenaries. You've got to try and take back Metavira from Santino, piece by piece, all the while harvesting Fallow sap to raise funds so you can buy the services of more mercenaries and improve their skills.

This is the world of Jagged Alliance. Like most mercenary games, it's heavy on turn-based strategy, with plenty of scenarios, traps, and challenges as you deploy as many as eight hired guns at a time to defeat the evil Santino. Your squad has various skills, such as marksmanship, mechanics, medicine, and explosives, and the game also rates each merc for learning ability, health, agility, dexterity, salary, and experience. Use their skills well, because your adversaries

are formidable. Unlike most merc games, Santino just doesn't retreat as your forces advance. He fights back, retaking poorly protected portions of the island while your forces are occupied elsewhere.

Jagged Alliance may sound like a souped-up version of MindCraft's Breach series of merc games, adding fine visuals, lots of movement and action options, and plenty of combat-ready toys. But Sir-Tech's game also ventures into role-playing with tremendous style. Your mercenary-for-hire pool isn't limited

to the standard 10 or 20 choices. Instead, you can choose from 100 A.I.M. mercenaries. Some have high potential but poor training. Others have great skills and backgrounds but suffer from advanced age and declining health. Only a few are top-notch in all departments, and those stars will cost you a fortune.

In addition to the merc's skills, you also have to contend with their individual personalities. When

Timothy "Leech" Jenkins focuses on a target with his rifle, for instance, he never quits until the guy's dead—even if you order him away. And Cynthia "The Fox" Guzzman doesn't like being hit on by the sleazier, machismo-wielding members of your team. She lets everybody



know it, too, good and loud. That's right—you get to enjoy mercenaries screaming, quitting, and rattling on one another in full sound, not just text. Jagged Alliance includes more than 4,000 well-acted lines of digitized dialog.

The only thing missing from the game's quirky mix of personalities and interactions is positive vibes. You never see the kind of mutual reinforcement that melds individuals into a team able to work together beyond its individual capacities. Don't look for these rough-and-tumble types to end up married and raising a squadron of little mercenaries.

That's okay, though. Keeping this bunch of bad-ass professionals in line is at least part of the fun and strategy in Jagged Alliance. It's mercenary war with an attitude. You'll come to love that attitude, and it will inspire you to play this game time and again.

No more time for talk. Now's the time for action!



Choose from dozens of potential mercs. Of course, the best fighters don't come cheap.



Santino won't rest until he's driven you off the island.

Jagged Alliance

Sir-Tech Software

800-447-1230

Developer: MadLab Software

Platform: DOS CD

Requires: 486/33, 4MB RAM,

MS-DOS 5.0, mouse, sound card

List Price: \$79.95

GAME PLAY:	★ ★ ★ ★ ★
GETTING STARTED:	★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★ ★

Superb turn-based mercenary action and great role-playing, all in one package. If you like strategy, you'll love this game.

When one of your mercenaries is killed, you can pay for a funeral or dump the body in the water. But if word gets around, morale will suffer and unhappy survivors may decide to jump ship.

Don't mix American patriotic types, former Communists, and gun-for-hire cynics. They'll take out each other before they even get close to Santino. • Mercs get paid by the day, so don't waste your startup wad on the best in the business. Until you recapture some land and begin harvesting Fallow sap, you'll be running a deficit that could bankrupt you. • The more territory you liberate and occupy with guards, the more Metaviran workers will agree to harvest sap for you.

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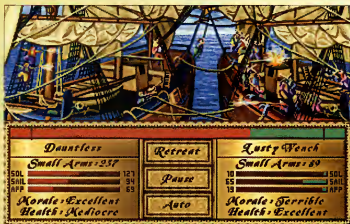
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High Seas Trader

By David Israels



Where's the fun in boarding an enemy vessel when you merely watch those indicator bars?

Yo-Ho-Ho! It's going to take more than a bottle of rum to enjoy High Seas Trader's choppy ride.

In this first-person seafaring simulation game, you sail the ocean blue, traveling from port to port and trying to recapture your noble birthright. You begin as a lowly peddler sailing a puny Fluyt cargo ship. By trading goods at a profit and winning sea battles, you can eventually rise to the rank of Viscount, commanding a massive cargo vessel or a mighty warship.

Set in the 17th century, High Seas Trader conveys little of the swashbuckling romance of the era it purports to simulate. The limited game play quickly descends into boredom. You spend most of your time manipulating the thinly disguised spreadsheet that controls the game's trading and ship maintenance elements. The arcade-like sea battles consist of maneuvering your ship and clicking on the gun icon when the enemy passes the center of the screen. Boarding battles are equally passive, presenting a static screen shot with progress

bars to indicate the brief ebb and flow of the fight.

Graphically, High Seas Trader is yesterday's news. The game claims to use a unique first-person perspective, but I'd call it a lame sailing animation. A dashboard-like ship's control

panel covers the bottom third of the screen. Light blue pixels, apparently meant to represent the ocean, fill the rest of the scene. As you approach land, the blue gives way to a jumble of green and white. The 320-by-280 screen resolution draws blocky pixelated scenes that are no fun to view. Hilariously corny accents on some of the digitized voices mar the otherwise adequate digitized sound.

The game also lacks other components typically found in this sort of strategy/simulation. You can't really go exploring, and navigation comes down to setting a couple of waypoints and clicking on the first-mate icon. Strangely, wind plays almost no part in the minimal sailing simulation.

In the

end, High Seas Trader seems like a lesson in how not to design a game. For example, the all-important but ridiculously cumbersome commodities log forces you to scan and re-scan a list of 61 cities, trying to figure out which of 15 commodities will get you the best price. During combat, the overview map shows ships as tiny squares, making it impossible to figure a vessel's heading. And if you lose, the game tosses you out to DOS instead of returning to an option screen.

If you've got a hankering to plow the deep, I recommend picking up a copy of Micro-Prose's similar but vastly superior Pirates Gold—and leaving High Seas Trader in Davy Jones' locker.

When you're ready to buy your first estate, make sure you have \$300,000 in hand and go to the tavern. • To get the second estate, you'll need about \$500,000. This third will cost you about \$700,000. • If you're attacked by a more powerful but slower ship, sail away. • Start out modestly. Initial trading runs between nearby ports can net you a quick profit. • Keep your shipmates supplied with plenty of fruit and rum, or they may die—or worse—mutiny.



The game control panels are a click away in the cabin screen.



If only the sailing screen looked as good on the computer. The actual animations cry out for higher resolution.

High Seas Trader

Impressions
617-225-0500

Developer: Impressions
Platform: DOS CD
Requires: 386, 4MB RAM, DOS 3.31, VGA, mouse
List Price: \$69.95

GAME PLAY: ★
GETTING STARTED: ★ ★ ★
GRAPHICS: ★ ★
SOUND CHECK: ★ ★ ★
VALUE: ★

Limited game play, poor game design, and tired graphics sink High Seas Trader.

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Slipstream 5000

By Steve Klett



With practice, you should place better than 10th.

Has the adrenaline rush of Megarace lost its bite? Has your favorite flight sim become mundane? If you're suffering from the aerial racing blahs, Gremlin Interactive may have just the game to get you going again.

Slipstream 5000's storyline may not be fresh, but its game play is. This first-person combat/racer, set in the distant future, sticks you in the cockpit of a small jet for a series of stomach-churning treks through eight courses strewn with tight turns and dangerous obstacles.

You can fly as one of ten different racers, each with an aircraft that boasts a unique set of features and flying characteristics. Your goal: Snag the top spot at the completion of the eight-track circuit by placing in the top four positions

enough times to earn the most points. You'll also win cash along the way, which you can use to spruce up your craft's weapons, engine, or computer systems. And if playing against the computer isn't exciting enough for you, the game offers a split-screen, two-player option, as well as modem and network support.

The only rule in this racing circuit is that there are no rules. Competing racers try to win by every means possible, including bumping you into walls while shooting at you. Meanwhile, you have to

navigate narrow, twisting tracks at speeds close to 400 mph. Luckily, turbo, repair, and cash power-ups are scattered throughout each course.



Split-second decisions will make or break you.



Action's fierce in the middle of the pack.

Slipstream's three skill settings will test even the most adept low-level pilots. Our prerelease version only had one skill level—difficult. And that's no understatement: At that setting, the opposing racers don't cut you any slack, and just staying away from the walls is a challenge.

Technically, Slipstream 5000 certainly pushes the envelope. The texture-mapped graphics are impressive, particularly in the Egypt, Amazon, and Tokyo tracks; the latter resembles a set from *Blade Runner*. Pentium owners will enjoy the best performance, but motion remains fast and smooth on a 486/66 with 8MB of RAM.

Unfortunately, the characterizations don't live up to the game play. Annoying commentary and tiresome, repetitive lines from other pilots (the Native American character keeps saying "Engine speak with forked fan belt," for example) wear thin after the first few races.

Also, be prepared for a politically incorrect attitude toward the female characters, who wear skimpy outfits and say things like "Let's get it on" when you click on them. On the technical downside, the game does not support multibutton joysticks, so you have to reach for the keyboard to change weapons.

These relatively minor points aside, Slipstream's mix of fluid first-person racing and nonstop combat creates an airborne Road Rash/Megarace hybrid that's unique, addictive, and fun.

Slipstream 5000

Front Street Publishing
415-693-0297

Developer:

Gremlin Interactive

Platform:

DOS CD

Requires:

486/33, 4MB RAM,

DOS 5.0, sound card

List Price:

\$32.50



GAME PLAY:

★★★★★

GETTING STARTED:

★★★★★

GRAPHICS:

★★★★★

SOUND CHECK:

★★★★★

VALUE:

★★★★★

Slipstream's blazing speed and clever combat elements create a whole new way to race.

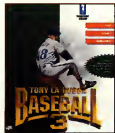


• If first-person flying isn't your thing, switch to a chase camera that puts you directly behind your craft. • Pull into the blue side tunnels for a recharge if you're high on damage and low on power-ups—but only as a last resort, as it wastes valuable time. • Destroy drones to grab much-needed power-ups. If you time it right, the drone may drop a nasty surprise in an opponent's path. • If you're hitting a lot of walls, try focusing only on the crosshairs as you pilot through tight spots.



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- Choose one of three announcers including Hall of Famer Mel Allen!
- Highest quality digitized voices!



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There was a time, not so long ago, when EA Sports' NHLPA Hockey series was the hottest thing on ice.

Not any more.

Accolade's Brett Hull Hockey '95 for DOS CD-ROM may have been a late entry into this year's NHL season, but it's certainly not going to beat teams like New York or Chicago very often. Fear not, though, because you can adjust your favorite team's attributes to help the locals compete with the big boys of the NHL.

simulation—superior graphics, excellent sound, and exciting game play.

The players and teams are first and foremost among Brett Hull's best features. The game

counterparts. Each player and team has been rated in several categories, ranging from speed and puck control to aggressiveness and goaltending. The ratings are based on the actual 1993-94 NHL regular season and Stanley Cup playoff statistics. As a result, if you're a Dallas or Florida fan, you're probably not going to beat teams like New York or Chicago very often. Fear not, though, because you can adjust your favorite team's attributes to help the locals compete with the big boys of the NHL.

Brett Hull '95 lets you control all the action on the ice not only as a player, but as a coach too. You can create your own Skating Lines and substitute them as you see fit. Because this is a true simulation, players get tired, and you have decide when to go with your superstars and when to let them rest and give your bench a chance to show what they can do. You can also create special offensive Skating Lines to get the most out of Power Play situations or build a tough defensive unit to kill your opponent's Power Plays.

Once the game ends, you get more statistics than you can shake a Zamboni at—everything from checking numbers to possession time to shots on goal. If you're playing a Regular Season, Brett Hull '95 updates the stats on the league leaders after each game.

The players for Brett Hull '95 are large and nicely detailed. The tradeoff is that you don't get to see the entire rink at one time. However, the smooth scrolling makes for an easy transition down the ice. As you skate, award-winning commentator Al Michaels adds to the game's authenticity with play-by-play commentary of all the action.

Brett Hull Hockey '95 has its minor quirks, of course; you have to wait for it to reload all the game data between periods, for instance. But don't let that stop you from picking up a copy. This is one of the best hockey simulations on the market.



The top players hit the ice after the game.

has been licensed by the National Hockey League Players Association, so you get the real NHL teams along with all of the league's 600 players. And these guys will never go out on strike.

Brett Hull '95 offers three ways to play. Skate a single

Exhibition game between any two teams; start an 11-, 42-, or 82-game Regular Season; or skip the prelims and head straight to the Playoffs. You can faceoff against the computer or take on a friend, no matter which way you play.

You also get three ways to control the action on the ice: Play from the keyboard, with a standard joystick, or with a four-button Gravis PC GamePad. (Use the GamePad. Its extra buttons make it the easiest and best way to control your players.) All of the teams and players in Brett Hull '95 reflect their real-life



Let your front-line players take the shots. Your wings and centers have a better chance to score than your defensive players. If you've picked St. Louis, let Brett Hull take most of the shots. It's his game. He's the man. It's not necessary to check an opponent to stop a shot on goal. Simply put a player in front of the net to stop any shot. If you're taking a long shot on goal, you can change the puck's angle as it flies for an easier score. Put a player in front of your opponents' goalie after a saved shot to force a faceoff.



Brett overrules the beginning of your game.

Brett Hull Hockey '95
Accolade
800-245-7744

Platform: DOS CD
Requires: 486DX/25, 4MB RAM,
Super VGA, Sound Blaster or compatible
List Price: \$59.95

GAME PLAY: ★ ★ ★ ★

GETTING STARTED: ★ ★ ★

GRAPHICS: ★ ★ ★

SOUND CHECK: ★ ★ ★

VALUE: ★ ★ ★ ★

There's a new contender for the hockey-sim championship: Accolade's Brett Hull Hockey '95.

Links 386 CD

By Bill Meyer

Links 386Pro was the Crown Jewel of PC golf games. Links 386 CD may not add any spectacular new features to its stellar predecessor, but this CD-ROM upgrade contains plenty of buried treasures.

For starters, Links 386 CD comes with two courses instead of one: The classic Harbour Town on Hilton Head Island in South Carolina is joined by Access's newest championship course, Banff Springs in Alberta, Canada. This new course is probably one of the most dramatic and scenic of any of the Access add-on courses. Putting both on one disc offers new players a pair of very different golfing experiences, contrasting Harbour Town's scenic ocean views with Banff's striking snow-capped peaks.

Access also created aerial fly-bys for both courses, a feature the company recently included on its Prairie Dunes Country Club add-on disc. The fly-bys are more than window dressing. When fairway curves obscure the pin, the fly-bys give you a nicely rendered aerial view of the entire hole from start to finish, along with commentary that suggests how to approach the tee shot. While this sort of device isn't

sounds like a crowd now), you can also choose from a pair of new commentary tracks provided by slacker comedian Bobcat Goldthwait. Goldthwait's patter comes in two

flavors—obnoxious and more obnoxious—but he's pretty restrained by his own standards; you can tell Access had the Bobcat on a leash. The new voice is a plus, if you like goofy witticisms such as "Hey, uh, if we can find your

Links 386 CD's fly-bys are not just cosmetic; they give you quality tips on how to approach each hole.



Banff Springs in Alberta, Canada is one of Access Software's most beautiful courses to date.

ball, at least it'll be really clean," after you dunk one in the water hazard. If you don't like being harassed, you can always opt for Links' original audio tracks.

Access continues to streamline Links' interface and capabilities. For example, the CD version makes it a cinch to select from six different screen display combinations or create your own displays. Choose from the main and green course views and charts for foot placement, green profile, club distance, and leader board. In addition, you can search for add-on courses on your hard disk or CD-ROM drive, catalog them for easy access, and quickly ready them for play. To save hard disk space, you can play the courses directly from the CD-ROM drive. Also, it's now easier to choose a specific practice hole.

Taken together, all these minor changes add up to minor changes. Major upgrades will have to wait for what used to be known as Links 486, which insiders are now calling Links for Pentium, but that's not due until the end of the year. For now, Links 386 CD gets by with a few tweaks and a chained Bobcat. The new version isn't enough to justify a purchase by owners of Links 386, but newcomers will not be disappointed.

Links 386 CD

Access Software
800-793-0073

Platform: DOS CD
Requires: 386SX, 4MB RAM,
MS-DOS 3.1, Super VGA, mouse,
double-speed CD-ROM drive
Street Price: \$49.95



GAME PLAY: ★ ★ ★ ★

SETTING STARTED: ★ ★ ★ ★

GRAPHICS: ★ ★ ★ ★

SOUND CHECK: ★ ★ ★

VALUE: ★ ★ ★ ★

With two courses, better audio, and a more streamlined interface, it beats Links 386 Pro. But for the real cutting edge, wait for Links for Pentium.



For super drives, click the swing meter at its optimum point, and then nail the bottom mark on the rebound. Use the fly-bys; they are helpful in giving the lay of the land. Use the green profile when putting and clipping to determine green speed. The putting meter mid-point is about 35-40 feet.

Sports, Ports, and Games with Warts

By Peter Olafson

Slam 'N Jam is a soon-to-be 3DO classic from a publisher that seems incapable of producing anything less. This is an instantly accessible, feature-rich, five-on-five basketball game that includes detailed stats and league play, as well as a great pause mode that allows you to roam the freeze-framed court. The game has a dynamic flowing "feel" that makes GTE Interactive's one-on-one variant, Jammit, look like a muffed lay-up. In addition, despite the name, it's also pleasantly free of the current obsession with scoreboard-level leaps à la NBA Jam. (Crystal Dynamics; 415-473-3434; \$59.99)

Platform: 3DO

Rating: ★ ★ ★ ★ ★

While **Thunder in Paradise** may be dopey high-tech kitsch, it is surprisingly good dopey high-tech kitsch. This Hulk



Hulk Hogan's ready to rumble in **Thunder in Paradise**.

Hogan vehicle mingles 3-D shoot-'em-up segments with afterschool-special full-motion video sequences. The full-motion video is plentiful and pure corn. It includes a talking boat that looks to be about three feet long, sets that look like sets, and goofy acting. The games, however, are involving and well-constructed (if too brief). The two games in which you scroll in 3-D full-motion video sequences from shooting gallery to shooting gallery really stand out. (Philips; 800-340-7888; \$49.95)

Platform: CD-I with Digital Video Cartridge

Rating: ★ ★ ★

Kingdom: The Far Reaches

is a simple cartoon adventure that is more a triumph of form—an evolved version of Dragon's Lair—than of substance. Kingdom interweaves animated sequences to achieve a pleasant, if less-than-epic, effect. It's certainly more interactive than its predecessors. For instance, you control where you go on a scrolling map, and you have an inventory to use as you see fit. The game is also easy on the eyes; the scrolling maps and backgrounds are lush and lovely. However, the animation, while plentiful, resembles little more than the Saturday morning *Dungeons & Dragons* cartoons. Consequently, the game's personality is rather neutral. (Philips; 800-340-7888; \$39.95)

Platform: CD-I with Digital Video Cartridge

Rating: ★ ★ ★

Imagine a polygon-based Total Eclipse in which you can roam at will (even fly into space), and you'll have a sense of where *StarFighter 3000* is headed. I saw this European flight sim/shoot-'em-up in an early form without enemies, and I still couldn't put it down. The 3-D engine is very smooth, the terrain is detailed, and the way the ground textures transform when scorched by your weapons is a kick. I smell a hit. (Krisalis; 011-4470-937-2290; price not available)

Platform: 300

Rating: Too early to rate

Heart of the Alien, the long-overdue sequel to *Out of this World*, has finally checked in. It brings all the wonderful memories of the original game—which is included in the package—instantly



Kingdom has the look, but not the depth.

flooding back. You guide the ape-like alien (whom you rescued in the original) through a hostile world rich in action-oriented puzzles. It's decidedly tougher—one of the criticisms leveled at its predecessor was that it was too simplistic—and offers an impressive and creative array of different ways to die. The graphics may no longer be state-of-the-art, but this kind of game play is timeless. Regrettably, and rather oddly, Virgin is dropping this title, so get it while you can. (Virgin Interactive; 800-874-4607; \$70-85)

Platform: Sega CD

Rating: ★ ★ ★ ★

Based on the cartoons rather than the cult movies, **Highlander** is the linchpin of the first batch of Jaguar CD games. It is a splendid *Alone in the Dark*-style adventure, with narrated, animated sequences in lieu of conversational text. The polygonal characters aren't as detailed as ol' Edward Carnby from *Alone*, but the background graphics are gorgeous, and the atmosphere is deliciously spooky. They're on to something here. (Atari; 800-462-8274; \$59.99)

Platform: Jaguar CD

Rating: Too early to rate

Shadow of the Beast II includes digitized speech and elaborate rendered animations that make this conversion of the classic Amiga arcade-adventure more playable. Unfortunately, you can no longer converse with the characters, and the game has sacrificed its endearing weirdness. However, fans of the original game will be glad to know the puzzles

are as murderously tough as ever. (Psygnosis; 800-438-7794; \$49.99)

Platform: Sega CD

Rating: ★ ★ ★

RDF: Global Conflict is an interesting attempt at a tank sim that cuts too close to shoot-'em-up territory to build the proper atmosphere. Your M1 Abrams has a full complement of ordinance—even smoke screens—but you never get the sense that you're doing more than driving around and blowing things up. (Absolute Entertainment; 800-237-8400; street price \$39.99)

Platform: Sega CD

Rating: ★ ★

Seal of the Pharaoh should have been buried with its namesake. This toy-like role-playing game scrolls square-by-square through a shoebox diorama of a pyramid as you battle tiny critters and collect various articles. The animation of the rendered monsters is consistently delightful, but the game has no urgency and no soul. (Panasonic Software; 408-653-1898; \$59.95)

Platform: 3D0

Rating: ★

Converts for 3D0

The big-title conversions have been rolling in for 3D0 during the last few months. Unfortunately, most are significant simply as validation for the platform rather than for any striking new features. Here are some examples.

The graphical adventure **Myst** is faster to load but not as pretty as the PC original. (Panasonic Software; 408-653-1898; \$59.95)

Rating: ★ ★

MegaRace is perhaps the most graphically polished version of this racing-and-shooting game with an oh-so-strange narrator. But it simply still isn't much of a game. (Mindscape; 415-883-3000; \$49.95)

Rating: ★

The grab-bag *Star Wars* shooter **Rebel Assault** remains charming and playable, but some of its special effects haven't aged well. (LucasArts; 800-782-7927; \$59.95)

Rating: ★ ★

Quarantine is a fascinating turn on the 3-D action game concept—it's Wolfenstein with the taxi meter running. On the downside, it seems to have lost its graphical sparkle in translation. (GameTek; 800-439-3995; \$25)

Rating: ★ ★

Rise of the Robots is a sculptured beat-'em-up fighting game with elaborate rendered cut-scenes that is as beautiful but, sadly, as utterly devoid of game play as its predecessors. (Absolute Entertainment; 800-237-8400; street price \$50)

Rating: ★



Rise of the Robots is a dud on any platform.

Theme Park is a surprisingly good port. You wouldn't expect this mouse-driven financial sim to work well on a joystick-driven machine, but it hasn't changed much from the computer CD-ROM version. You can still fire up the rides and try 'em out yourself. This version actually acquires a warmer, brighter edge, due in some measure to its ease of use and well-designed controls. (Electronic Arts; 800-245-4525; \$59.95)

Rating: ★ ★ ★



Theme Park retains the fun on 3D0.

We're likely to be seeing more promising 3D0 conversions such as *Doom* and *Wing Commander III* in the months to come. If you can't wait, right now there's **Flashback**. US Gold has enhanced Delphine's exquisite platform adventure with rendered cut-scenes that accompany the manipulation of most objects in the game. The scenes are snazzy, but they have an existence that is independent of the game proper, which itself is essentially unchanged. There is

one significant question, however: Why wasn't in-game speech added? (US Gold; 900-288-4263; price not available)

Rating: ★ ★ ★



Flashback gains some new looks on 3D0.

Gex

By Rick Raymo

Put a new twist on the word insecticide and call it Gex. He's a sticky-tongued, suction-cup-footed, useless son-of-a-gecko—and those are his best attributes. This smooth-skinned fly sucker from Crystal Dynamics has been a long time coming to 3DO gamers. Now, Gex is here, and it was worth the wait.

The game's less-than-consequential storyline occupies six mildly amusing pages in the manual and gorgeous—if not full-screen—intro cinematics. It seems that Gex has a television fixation, and as a result an evil-doer named Rez hauls him through his big ol' rear-projection TV into the Media Dimension. Rez, you see, intends to make Gex the network mascot—forcibly. As the leaping lizard, you must find the remote controls in each of five worlds, use them to open



You'll even work the backgrounds.

portals, and blow up the last tube in the final world without getting gacked and bronzed.

Gex is a platform game, but it's unlike any other that you've played. Yes, it involves a fair amount of run-right-and-jump, but there's much more to it. You walk on walls, ceilings, and backgrounds and even fly on rocket ships. Each world you visit has a B-movie theme, such as Kung Fu or horror, and is chock-a-block with hidden areas, power-ups, bonus regions, and puzzles. Gex can also run, tail-whip his enemies, bop the heads of his opposition, snag tasty insects with his tongue, and spit fire, ice, or electricity, depending upon the last power-up he ingested.

Graphically, Gex himself



When taking on the Flatulator, jump him each time he lets one rip, then climb the ceiling and drop the anvils on him while he flies.

He's got a rocket in his pocket, and it's going to go off.

features more than 450 frames of 3-D animation, and the game's backgrounds are hand-rendered. While most of Gex's enemies come at you in 2-D form, each world is full of quality mazes and good-looking art. On the downside, the color palette is a bit shallow, there's a slight slowdown when the action is intense, and movement in the backgrounds is limited at best. Musically, each tune fits the mood of its particular world well, if somewhat repetitively.

While it's game play that puts Gex on the map, the voice of Dana Gould (star of an HBO comedy special) brings him to life. Gould's continuous wisecracks are so good that you'll want to get through the game just to listen to Gex's smart-ass remarks. Most of the gags in Gex appeal to the culturally and TV-literate, running the gamut from jokes about getting tail to cracks about Scientologists.

What it all boils down to is the best platform game to appear in a long while. It falls short of the speed and rendering quality of Donkey Kong Country for the Super Nintendo, but Gex's more complex, less linear game play is far more intriguing. On the downside, you can sometimes detect a minor delay between controller motion and action on-screen. Gex should also have been able to scroll the screen by looking up and down.

Overall, though, the game kicks butt. It's a worthy purchase for 3DO owners, and folks without a 3DO can look forward to it on DOS CD, the Saturn, and the PlayStation soon.



Gex
Crystal Dynamics
415-473-3434

Platform: 3DO
Requires: 3DO Multiplayer
List Price: \$59.99

GAME PLAY:	★ ★ ★ ★
GETTING STARTED:	★ ★ ★ ★ ★
GRAPHICS:	★ ★ ★ ★
SOUND CHECK:	★ ★ ★ ★
VALUE:	★ ★ ★ ★

Gex is a highly enjoyable game with very minor imperfections. Dana Gould's comic voice talent makes a good game great.

Return to an earlier level if you're low on lives and having difficulty getting through the current stage. This way, you can collect more chances. • There's no time limit. Search carefully for hidden areas, bonus regions, and power-ups. • When Gex is on a background, multitap the tail button for a super spin. • You can freeze enemies with the ice power-up and jump on them to reach otherwise inaccessible areas. • Upon exiting a bonus area, all the items you've previously picked up are restored to the level—and so are the enemies. • Climb everything. • If you don't find the videotapes, the game doesn't save. You can always re-enter an area to search again.

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PC CD-ROM

The Computers Inside

The phrase "Welcome to the next level" does not apply only to 15-year-old Sega Genesis addicts.

PC junkies looking to purchase new multimedia computers face a bevy of "next-generation" systems with which to replace their aging 386s and 486s. There are PCs based on Intel's Pentium and forthcoming P6 microprocessors, systems that are built around IBM/Apple/Motorola's PowerPC, and computers that use chips based on the Intel architecture from the likes of Advanced Micro Devices (AMD), NexGen, and Cyrix.

All the choices make selecting a new computer a daunting task. Take heart, though: No matter which chip you choose to power your PC, the odds are you won't be left behind the technological eight-ball.

If you go with a Windows PC that uses an Intel chip—like many computer users who make up the formidable Intel/Microsoft installed base—your "WinTel" system isn't likely to become extinct any time soon. Windows 95 should be released around the time the P6 hits the streets, which should add even more life to the powerful pairing.

Meanwhile, with IBM and Power Computing set to join Apple in shipping PowerPC-based systems by the time you read this, more and more software developers are supporting the chip. With SoftWindows emulation software, PowerPC-based Macs can even run some of your favorite DOS and Windows games. The PowerPC should also be able to handle all DOS and Windows multimedia titles when Insignia Solutions ships version 2.0 of SoftWindows, now scheduled for the third quarter. Or, you can opt for a Power Mac with an add-in card from Apple that has a 486 processor,

enabling it to run DOS and Windows titles. (See "The Perfect Gaming System?", September 1994, page 43.)

Finally, you don't have to worry about saving some coin with a machine powered by an AMD, NexGen, or Cyrix chip either. All three chip makers are continuing to build their respective market shares and close the technology gap with Intel. While Intel is happy to promote "Intel Inside" as the litmus test for compatibility, your DOS games and Windows multimedia programs will run just fine on the clone processors.

While each microprocessor brings something unique to the entertainment table, they all have one overriding feature in common: better multimedia performance. Here's a look inside the P6 and the PowerPC to see how they do it.

Inside the P6

If today's Pentium-based PCs scream, tomorrow's P6-based PCs may just shriek. While the P6 was designed from the ground up with multitiprocessor-based servers and workstations in mind, its design is also meant to offer performance benefits for multimedia applications running on ordinary home desktops.

The P6 combines elements of both Complex Instruction Set Computing (CISC) and Reduced Instruction Set Computing (RISC). Typically, CISC processors use multiple CPU cycles to execute large, complex sets of instructions, whereas RISC processors execute smaller, simpler instruction sets in a single CPU cycle. That means a RISC processor needs more instructions to complete the same task as a CISC processor. Debate still rages among programmers over which approach is better. Theoretically, a RISC chip can outperform a CISC chip with the same clock speed.

However, RISC requires a much lower level of programming than CISC, which may turn some developers away.

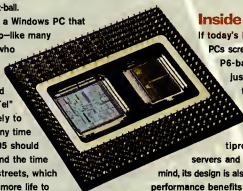
The P6 will also be the first Intel chip based on a design of a dual die in a single package (see photo). One cavity houses the P6 microprocessor, and the other cavity contains 256K of level two (L2) cache, which is used to temporarily store frequently used data close to the CPU to increase performance. For example, the L2 cache on the P6 can hold all the components that make up DOS. A private 64-bit bus, which carries all CPU/cache traffic, connects the two. A separate 64-bit bus is reserved for all memory and input/output (I/O) traffic between the CPU and host system.

The second bus allows PC makers to add multiple processors, primarily in machines aimed at high-end server applications. However, the bus will also offer significant advantages to single-processor multimedia PCs by providing more bandwidth to support high-speed peripherals.

Multimedia applications demand fast I/O to process large amounts of video and audio. Intel measured that about 10 percent of the P6 bus bandwidth will be taken up by Windows overhead, leaving 90 percent, or 450MB/sec of throughput, available to move around video and audio data. In comparison, the Pentium has one bus for both L2 cache and I/O functions, which can put a bottleneck on performance. The Pentium uses an external cache on the same bus, often forcing audio and video data to wait their turns in line.

In addition to the second bus, the P6 will feature a new method of executing code called Dynamic Execution, which is also well-suited to multimedia applications. Dynamic Execution makes sure that the P6 is not slowed down by constantly having to wait for memory to catch up to it. The P6 will be able to predict and speculatively execute up to 25 other instructions that it thinks you'll need later. When it receives the needed data to complete the original instruction, it will do so and then finish the other operations.

Intel claims this means that a P6-based PC



Intel's P6 will have a dual-die design and twin buses.

can be almost two times faster than a 100MHz Pentium-based system. But with the same memory and I/O systems (drive controller, graphics card, etc.), it estimates the P6 will run multimedia applications 2.5 times faster than the Pentium.

The P6's ability to execute instructions in parallel will be most noticeable in games with a lot of 3-D rendered graphics, such as Magic Carpet. The extra speed will let game developers put more real-time, texture-mapped graphics into their games, creating more realistic environments.

However, you'll have to wait about a year before consumer-oriented PCs based on the P6 reach store shelves. The 133MHz version of the chip will first appear in servers and high-end workstations later this year—at prices of \$4,000 and more. Intel estimates that multimedia PCs for the home will be available toward the middle of next year. Be aware, though, that the P6 will not be an incremental upgrade—you will have to replace your system's motherboard regardless of what chip you're using now.

If you can't wait that long for more horsepower, you may want to consider the next-round of Pentium processors, based on a smaller .35 micron design. Intel announced availability of a 120MHz Pentium in March, with 133MHz and 150MHz chips slated to be hitting systems later this year.

But Intel isn't your only option. You can also investigate any of the growing list of clone alternatives (see "Intel Alternatives").

Anything But Intel Inside

Of course, the Mac-minded will be happy to know that the PowerPC offers its own list of multimedia advantages. The PowerPC was designed from the ground up to handle the algorithms that multimedia applications require for real-time video and audio playback.

There are currently three versions of the 32-bit RISC chip on the market, ranging in speed from 50MHz to 133MHz. The 66MHz 601 model is the chip most often found in consumer-oriented PCs, although new low-power 603 units are now becoming available.

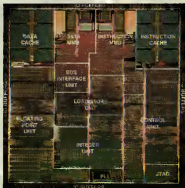
The 604/120MHz PowerPC can perform up to four instruction sets per cycle, each of which is designed to handle a different task. This

means the CPU doesn't waste time and your games run faster.

IBM Microelectronics, which manufactures the PowerPC, claims its simplified RISC design allows the CPU to double the performance of competing CPUs at a given price level. For example, the Power Mac 6100/66 system, which features a 66MHz 601 PowerPC chip, costs about \$1,800 less than a 90MHz Pentium-based system. PowerPC chips cost only around \$165 each in quantities of 1,000 for a 100MHz 601, versus roughly \$550 each for a 100MHz Pentium. So you can expect system prices to drop several hundred dollars as soon as companies other than Apple start shipping PowerPC-based systems.

According to IBM officials, the high performance and simplicity of the PowerPC is quickly catching developers' eyes, and consumers should expect to see game-oriented, PowerPC-driven machines—that don't look anything like a PC—start to appear very soon.

This fall, Apple plans to ship a set-top box called Pippin based on the PowerPC 602 (see "Pippin—A New Kind of Apple," March 1995, page 11). And 3DO's M2 upgrade for its CD-ROM-based game system will also be powered by the PowerPC 602 (see "Gaming's Wave of the Future?", June 1995, page 98). That system is also due in time for Christmas. IBM says that other PowerPC-based set-top boxes are being designed by cable television companies for interactive television applications.



The PowerPC chip inside a Power Mac is manufactured by IBM Microelectronics.

Intel Alternatives

If you want Pentium performance but can't afford the price tag, you may want to check out some of Intel's competition. Several companies are working on Pentium clones that claim to offer equal or better performance for less money.

For example, NexGen claims that its NX586 is the only shipping Pentium competitor and that it offers comparable performance to a Pentium but costs 20 percent less.

According to company officials, the NX586 includes some P6-type features, such as a separate bus dedicated to L2 caching. NexGen is also prepping a more advanced version of the chip called the NX686, which will be aimed at high-end consumer machines.

Not to be left out, AMD will ship its fifth-generation microprocessor—the K5—next year. According to AMD, the K5 will offer 30 percent more performance than a Pentium operating at the same clock speed. However, while the K5 will be compatible with most major Intel-based software, it will not be pin-compatible with the Pentium, so PC makers will have to come up with special motherboards to use the chip.

Later this year, Cyrix is slated to ship its own Pentium-competitor, called the M1, Manufactured by IBM Microelectronics.—SK

1995, page 11). And 3DO's M2 upgrade for its CD-ROM-based game system will also be powered by the PowerPC 602 (see "Gaming's Wave of the Future?", June 1995, page 98). That system is also due in time for Christmas. IBM says that other PowerPC-based set-top boxes are being designed by cable television companies for interactive television applications.

By offering the microprocessor in so many flavors, the PowerPC alliance hopes to cover all of its bases as the industry strives to create the entertainment platform of the future.

For now, however, the PC is driving the computer entertainment market. And no matter whose chip is inside your new machine, you'll benefit from better, faster, and cheaper ways to play.

PC on the TV



Frustration is a 14-inch monitor. Sure, you see your games, but wouldn't it be more fun if you could play on that huge tube in the living room? Well, you can, thanks to a growing class of products known as "scan converters."

These devices let you connect your PC directly to the TV, so you can play your games in big-screen glory. Sounds simple enough, but before you rush out and drop some dollars—anywhere from less than \$75 to more than \$300—on whatever black box your local computer store sells, it'd help to know exactly what scan converters do and what to look for when buying one.

In simplest terms, a scan converter takes the signal from your PC's graphics card and converts it into a signal for your TV. But several hurdles need to be jumped before that can happen.

For starters, while PC monitors and TV sets use the same basic technology (patterns of phosphors lit by a constantly scanning beam of electrons), they actually work quite differently. Today's PCs generally use "non-interlaced" monitors. That means all of the

screen's phosphorescent dots are "refreshed" by the electron beam each time it passes. Modern monitors refresh the phosphors quickly enough (70 times per second or more) to prevent the eye from noticing any dimming as the phosphors wait to be hit by the beam again. TVs, on the other hand, are "interlaced," meaning that the beam refreshes only every other line on each pass.

Interlaced displays are fine for watching moving TV images from a distance, but because each phosphor is refreshed only half as often, they can produce a noticeable flicker when viewed from close up. That flicker, in turn, can cause eyestrain if you view the interlaced display from a short distance for hours on end—as is often the case with computer screens.

Converting the non-interlaced signal from the computer

into an interlaced one that the TV can read is just one thing a scan converter does. A PC's VGA or Super VGA graphics card can display graphics at a wide range of scan rates—the number of times the electron beam passes over the entire screen per second. PC scan rates start at around 60Hz and can go higher than 100Hz, depending on your graphics card and monitor.

TVs, on the other hand, always scan at 60Hz. So, in order to create a usable signal, the scan converter has to shift the PC's output scan rate to 60Hz. For that reason, scan con-

verters require that the PC's graphics card be set at a known scan rate (usually right around 60Hz) so the converter can accurately modify the signal.

That's not all. PC graphics cards send out separate red, green, and blue information, along with a synchronization signal to produce images on the screen. TVs also add "luminance" information to this and "chrominance" (red/green/blue) information to define how bright and rich the colors should be. Once again, the scan converter is responsible for producing the appropriate information.

Once all the conversion is complete, however, the signal has to get to the TV set. Most scan converters come with a variety of connections, including S-Video, composite video, and RF-modulated video. S-Video is the best-quality option, as it separates the luminance and chrominance information from each other. This results



in a cleaner signal than either composite video, which carries all the information on the same wire, or RF-modulated, which also uses a single wire and converts everything into a signal the TV recognizes as a standard-tuned TV station, such as channel 3 or 4. Unfortunately, not every TV set has S-Video or composite inputs. If yours doesn't and you're stuck using the RF-modulated signal, you may not want to spend more for a scan converter that gives you outputs you'll never use.

Scan converters have other features to look out for, too. As the prices climb to \$100, \$200, and even \$300, you'll start to see flicker-reduction features, positioning software, and other utilities designed to make the con-

verters more useful. However, some of these extras are more important to business users doing critical presentations than to game players blasting through Descant.

Either way, flicker reduction is a good bet. Since each line of pixels on a TV screen is refreshed only every other pass of the electron beam, it begins to fade and cause flicker. Flicker reduction, at its most basic, takes two screen lines, averages their values, and then sends them both to the TV screen. The technique reduces sharpness, though, which can mean slightly fuzzy images, particularly with text.

To compensate for this loss of sharp-

inexpensive scan converters, on the other hand, may not have enough storage to deal with more than a line at a

taking critical information, such as title bars, with it. Positioning utilities let you move the PC image around the TV screen to make the best use of the available space.

Keep in mind, though, that even the best scan converters won't turn your 27-inch TV set into a replacement for a good monitor. PC monitors generally are designed with much more precision, and deliver much clearer



Voilà! PC on TV

ness, some scan converters use "buffer" memory. Buffers store, convert, and tweak multiple lines—or even a page—of graphics information before they are sent to the TV screen. But buffer memory costs money, so these converters tend to cost more. The most

time and are usually more prone to flicker.

Beyond flicker reduction, you may also get software utilities that let you precisely position the PC image on the TV screen. TVs and PC monitors are not perfect matches, so a PC image may actually bleed off the TV screen,

images. But a 15-inch monitor often costs more than a 30-inch TV set. And a 17- or 21-inch PC monitor may be more expensive than the rest of your computer. For now, the most cost-effective option for big-screen game playing is still a scan converter.

Of course, you still have to cart your PC to the living room.

S.O.S.

Programming books,
memory flukes,
and dual-drive kinks.

Making It on Your Own

After reading about all these games, I've decided that I'd like to try and write my own. I've done some C programming, but not for graphics. Do you know of any good books or online resources that could help me with programming for games?

Karl Hennessy
Newport, RI

So, you've decided to jump into that bottomless pool of game developers, eh? Okay, it's your life...at least, it used to be.

If you'd like to wet your feet on something less complex than creating games in C and assembly language, take a look at "Roll Your Own Games" on page 45. But if you're serious about this, there are plenty of options to help you get started on the programmer's path.

If you have access to the Usenet newsgroups on the Internet, take a look at the rec.games.programmer and rec.games.design groups. Game creators from around the world post information from the most basic to the most obscure.

If you're looking for a helpful book, the Coriolis Group publishes a number of game-related programmer's guides, including the *Action Arcade Adventure Set* (Diana Gruber, \$39.95) and *PC Game Programming Explorer* (Dave Roberts, \$34.95). Both books include disks with sample game source code. You can get a catalog from Coriolis by calling 800-434-3433.

If multiplayer games are what you're interested in, John Wiley & Sons publishes *NetWarriors in C: Programming 3D Multiplayer Games* (Joe Graedec, \$34.95). This tome comes with a CD-ROM full of game source code, graphics converters, memory management tools, and other utilities. All of these books should be available at any technically oriented bookstore.

Twin-Drive Do's and Don'ts

Help! I have two CD-ROM drives. One is a Plectro double-speed connected to a Pro

Audio Spectrum 16 sound card. The other is a Mitsumi double-speed connected to a Gateway 2000 16-bit sound card. I've tried to connect both drives to my computer at once, but the PC only recognizes one at a time. Is there a way to connect both of them simultaneously without any IRQ or DMA conflicts? Also, is there a way to connect both of the CD-ROM drives to the Pro Audio

change hardware jumpers to do this). Leave one card set to its default settings and write them down. Then use those settings as a guide to configure the other card. You'll also have to make sure that your AUTOEXEC.BAT file's MSCDEX line contains a new device name (i.e. /D/MSCD002) for the additional drive. And you will need to add another CD-ROM device driver line to your CONFIG.SYS file. Luckily, the CD-ROM installation software that came with your drive will probably do that for you.

Of course, that approach uses a lot more system resources. A better solution is to call Gateway at 800-846-2080 and order a separate CD-ROM drive controller (about \$20) for your Mitsumi drive. That way you would only have to deal with one sound card at a time.

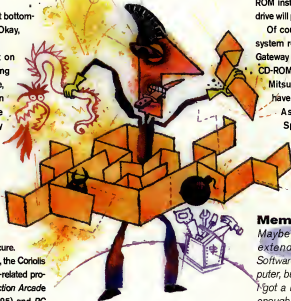
As for attaching both drives to the Spectrum16, you can't. The Mitsumi drive uses a proprietary interface to connect to the computer, while the Spectrum16 drive uses a SCSI interface. The two interfaces can't talk to each other.

Memory Madness

Maybe you can help me understand extended memory. I loaded Access Software's Links 386 Pro onto my computer, but when I tried to run it from DOS, I got a message saying that I didn't have enough extended memory. I then tried to run Links from Windows, and it worked, but not very quickly. I don't understand why it opened from Windows and not from DOS when the program is for DOS. Any ideas?

Zach Klein
Fort Wayne, IN

I couldn't come up with any reasonable explanation as to why Links 386 Pro would run under Windows and not under DOS, so I called Access—and no one there could think of a reason either. As long as you have 2MB of RAM (4MB for Links 386 CD), you should be able to get Links up and running. But you do have to be sure that you have enough free "extended memory."



Spectrum16? It is a whole lot easier to use and sounds better than the Gateway card.

Joseph Atkinson
Norfolk, VA

You can indeed put two CD-ROM drives into the same PC. Packard Bell is even shipping some systems that way (look for a review of a dual-drive system in the August issue). For this to work, though, the sound cards and their CD-ROM drive controllers can't use the same base address, DMA, or IRQ.

To correct any problems, check your CD-ROM drive and sound card manuals to find out how to change the various DMA, IRQ, and base address settings (some cards require you to

Extended memory is any memory beyond the first megabyte in your computer. For example, a PC with 4MB of RAM has 3MB of extended memory. Many programs, including Microsoft's SmartDrive disk cache, can use up extended memory and deny it from programs like Links.

There are a couple ways to free up extended memory. The most tedious approach is to call up your CONFIG.SYS and AUTOEXEC.BAT files and "REM out" (type REM in front of the command lines) any lines not required to run Links. If you're using MS-DOS 6.0 or later, you can hit the F8 key when the "Starting MS-DOS" line appears as you boot the computer. DOS will then let you step through your configuration files and temporarily disable all of the unneeded commands. Better yet, you can create a boot disk, a floppy disk that contains only the drivers and settings that Links needs. (To learn how to create a boot disk, see the "Multimedia Survival Guide," February 1995, page 59.)

If you'd rather not fiddle with any of this, call the Access technical support line at 800-793-8324 and ask for a copy of their bootmaker disk. This program automatically creates a boot disk specifically for Links.

Fax, mail, or e-mail your queries to the S.O.S. staff at:

- Electronic Entertainment, 951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404
- Fax: 415-349-7781
- America Online: ElecEnt
- CompuServe: 73361.263
- Internet: e2@lftw.com
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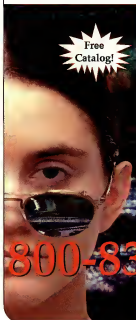
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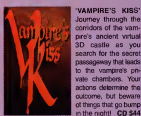
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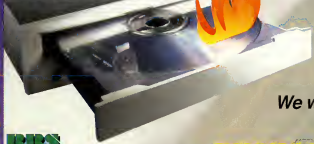
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Q: What is the Pie 3D GCS?

A: The Pie 3D GCS is an integrated software package for non-programmers. With this system, the user can create his or her own 3D games which are comparable to today's top-selling 3D action games.

Q: Is the DOOM? A: No, DOOM is an excellent game from id Software (not us). However, with the GCS you can make levels that look very similar to DOOM levels if you want. The Pie 3D engine is similar to id's in that you can have tall walls, non-90 degree walls, walls with cutouts and ledges, doors, and animated objects. It's different from id's in that with the Pie 3D engine there are limitations on the floor and ceiling grid textures and shape. Also there are features in the Pie 3D engine like inventory items that can be put down. There's two more passages between any levels, that weren't needed in DOOM. And there's lots, but, but those are the highlights.

Q: The gameplay sounds amazing. Not only is it slow?

A: I think the animation is as smooth as our competitor's. In our most complex levels we average 10 to 20 animation frames per second on a lowly 486-33. In a more simple "map" type level you would do better.

Q: Are you limited to indoor levels?

A: Why no, outdoor scenarios are easy. You can make buildings and of course trees, tall telephone poles, or almost any simple outdoor object.

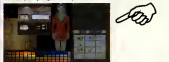
Q: What about night effects?

A: The GCS can do the standard fade to darkness with distance, or you can have it fade to gray for a very effective fog/night day effect. You can also make walls that pulse or blink with light.

Blast Sounds & Music



Click a button to have instant access to GCS PAINT. This is a full featured image editor which lets you edit any image you want. You can create original art or modify the images that come with the GCS. Even in a few simple steps, you'll be changing high quality images to using textures like brick, concrete, stone, polygons, and more. You can also replace the default colors, add, delete, outline, and change the image. You can also create your own custom color map overlay mode. To help with this, you can import GCS images from the GCS. Some pictures are provided and you can put in your own. The pictures are in RGB.



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This product is ideal for avid 3D game players. Now you don't have to wait for big software publishing companies to come out with games that may or may not impress you. Now, as a full-fledged game designer, you can set the scene, craft the scenario, hide the secrets, and mastermind the combat action. You'll have hours of pure pleasure testing and refining your killer levels. Make a game your game-playing friends will rave about.

And, if you turn your hobby into a business, you don't have to pay any fees or royalties to anyone. You keep 100% of the profits. Take full advantage of the opportunities emerging on the net. Distribute your game as shareware. Strike a retail deal. Imagine the thrill of seeing your game on the shelves of computer superstores! This purchase could be a real investment!!!



Developers of 3D entertainment software

For more information, call our computer BBS at 716-425-2992. Download a demo, or send a check for \$6.00 to us if you would like the demo mailed to you on 3.5" floppies.

No Programming!

Now it's time to start thinking about your own game. Examples in charge would be the included demo examples. It's so easy to use, you'll be able to create your own 3D action games in no time at all.

3 GAMES!

Sell'em for \$\$\$!



Check out the high quality, cool new objects and walls with windows or any other cool features. You can also make your own levels and objects. You can also make your own levels and objects. You can also make your own levels and objects.

Q: What are the best ways for selling games made with the GCS?

A: Zero, zip, nothing, nada, nothing. Q: Do you have to be a programmer to use the Pie 3D Game Creation System?

A: No, although you need to know how to get around using DOS, and add text files and so on. There is NO PROGRAMMING required, but to do advanced things like creating your own weapons takes some careful study and text file editing.

Q: Can't I use my own designed pictures or other artwork in my GCS games?

A: Yes, just use the included paint program to import GIF, PCX, or BMP files.



With the GCS, your time is spent on...

GCS FEATURES:

Too word world editor - position walls & objects with your mouse. Full featured paint program - GCS PAINT. Complete manual. Working demo levels. 256 brilliant colors. Customizable game play screen. Smooth scrolling, first person perspective 3D movement. Arranging and clicking ability on outdoor levels. Textured walls, ceilings, sky floors, ground. Sound effects - night, fog, pulsating, fading light. Outdoor terrain dip capability - mountains, city skylines are possible. Enemies that patrol, enemy or hunt to kill. Sundry & looking doors. Animated objects. Switches. Inventory system - weapons, armor, health packs, keys, and more! Two way talking between levels.



After you have added your favorite, new files, and maybe put in your own map files, you are all set to make the game. One click on this menu choice, and a game is created in a target directory on your hard drive. But your new game is not yet ready to play. You need to copy the game files to a floppy disk and send it to your friends, your publisher, or upload it to a BBS or network as a shareware program or for sale.

Get GCS today!

from your hobby! Order the Pie 3D GCS

NOT IN STORES



Game Creation System

pie in the sky

Game Creation System

Game Creation System

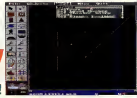
Game Creation System

Game Creation System

Game Creation System

Game Creation System

Game Creation System



and let your creativity take over!

Don't

Q: Can you make your own weapons and enemies?

A: Yes. The GCS comes with a standard set of weapons, inventory items, and enemy guys. The average user will probably want to stick with those, since using them entails just some mouse clicks. The advanced users will want to make (or import) all the images for all the views with the included paint program. It is actually pretty involved to do that many artwork frames.

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Not Your Ordinary Lounge Lizard

Meet Gex, up close and personal. After his starring role in his self-titled game (see review on page 86), the fast-talking gecko allowed *Electronic Entertainment* to get under his skin to find out what really makes him tick—with help from Gex's "handler," comedian Dana Gould.

E2: Who's your favorite actress?

Gex: Is Elle Macpherson an actress?

E2: What's your latest accomplishment?

Gex: Maybe you should ask her.

E2: Do you have a favorite food?

Gex: Lift up a log—eat what runs out.

E2: What do you look for in a female gecko?

Gex: If I sit down next to her and she doesn't squeak and scur-

ry, I figure I'm off to a good start.

E2: And your idea of a hot Saturday night?

Gex: Cruisin' the swamp looking for lady geckos, a nice bowl of bugs, and a warm rock...and the next thing you know, old Jed's a millionaire.

E2: Finally, do you have a favorite line from the game?

Gex: My imitation of Johnny Carson saying "This is like being Mike Tyson's cellmate on Valentine's Day."



A One-year Affair... CD-ROM Style

PRODUCT	SITUATION
Virtual Valerie BodyCats	...Another Saturday night at home
Mating & Interactive Dating Time Warner	...Venturing out
Material World StarPress	...Diamonds are still a girl's best friend
Dr. Ruth's Encyclopedia of Sex Creative Multimedia	...Brushing up on technique
101 Love Letters Great Bear Technology	...Electronic Cyrano de Bergerac
The Art of French Cooking Arsame	..."Hot" cuisine for two
The Beer Hunter The Brewery Channel	...The "lampshade" incident
Men Are From Mars, Women Are From Venus HarperCollins Interactive	...Dealing with the results of the lampshade incident
Villains of the Caribbean Straight Line Media	...I was NOT looking at everyone on the beach!
Mortal Kombat II Acclaim	...The first big fight
The Joy of Sex Phillips Interactive	...Making up: The best part
Nine Month Miracle A.D.A.M. Software	...Daps
Emily Post's Complete Guide to Weddings HarperCollins Interactive	...Till death do you part

Beware of earthquakes
in SimCity 2000.

Virtual of Omaha: Gamer's Insurance

The ideal policy would provide protection for selected games:

Doom II id Software	Major medical
Magic Carpet Electronic Arts	Castleowner's policy
Robinson's Requiem ReadySoft	Death and dismemberment
NASCAR Racing Papirus	Collision/liability
Emergency Room Interactive IBM Multimedia Publishing Studio	Medical malpractice
Corpse Killer Digital Pictures	Burial insurance
The Daedalus Encounter Virgin Interactive Entertainment	Long-term disability
Brett Hull Hockey '95 Accolade	Dental insurance
SimCity 2000 Maxis	Earthquake coverage



Brett Hull's smile
cost thousands of
dollars.



Corpse Killer: Funerals can
be expensive.

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MORTAL KOMEDY

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and a mysterious new boss. At your disposal: the first true 6-button action in a PC game, three distinct speed settings and lethal new moves. Hey, and when all that fighting makes you hungry, the refrigerator is seconds away.

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a Sound Blaster,
Vincent regretted
the ear thing.



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